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XG 73
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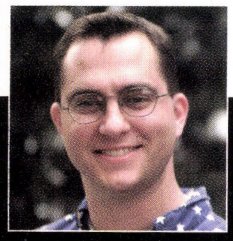
HOT PREVIEWS! Metal Gear: Sons of Liberty, Madden NFL 2001, Jet Grind Radio, FF IX


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try to do better next century.
Condition Green cancels status.
the answers are out there
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Inside XG

MEET THE STAFF



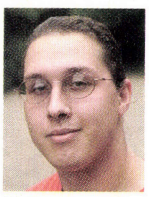
Dan Leahy

Editor in Chief
dan_leahy@ziffdavis.com

E3 A Mix of Good and Bad

Wow...lookee here, a real magazine-like editorial space. And it comes right on the heels of E3. Should I pen an industry-rattling rant or tell gamers which system to buy? Nawww, instead I'll just say that the show was a grand mix of good and bad. PlayStation2 was announced for an October 26 release date here in the U.S. (good), but there wasn't much to look at in terms of software (bad). Nintendo displayed a very strong lineup of games to be released in the near future (good), but had nary a sign of its next-gen Dolphin console (bad). Sega had a great lineup of games, announced more rebates and displayed up-and-running online games (all good). Yes, E3 left many impressions, but the only thing that can be said with certainty is that *XG*'s got a ton of great games to cover.

○ **Current Favorites:** *Samba de Amigo (DC), Madden (PS2), NFL2K1 (DC)*



Andy Baran

Sr. Associate Editor
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Andy's trip to Los Angeles' Little Tokyo, a paltry excuse to flee that which was E3, quickly became a terror too much to bear and a tortured ride into the surreal. Derelict humanoids battled amid a wash of toy stores. At his side: **a sultry little succubous** who laughed and caused him to laugh as well.

○ **Current Favorites:** *Pokémon Puzzle League*



Phil Theobald

Assistant Editor
phil_theobald@ziffdavis.com

Phil wrote for *EGM* and *OPM* a few years back before he headed off to Hollywood to find fame and fortune. After **losing the role of Anakin** in *Episode II*, he found solace at *XG*. Along the way, he met a lovely gal who is as hooked on games as he is. In fact, he recently married her despite her big crush on Solid Snake.

○ **Current Favorites:** *Space Channel 5, Rockman Complete Works*



Kenneth Miller

Assistant Editor
kenneth_miller@ziffdavis.com

Kenneth was sitting around in Austin, Texas, when he heard *XG* needed someone to **play video games for money.** After packing up his gear and saying goodbye to the guys at Einstein's Arcade, he made a little move north to a place where he hears they have something called "snow" from time to time.

○ **Current Favorites:** *Unreal Tournament, Street Fighter Alpha 3*

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Deputy Editor

● **Team Guy:** Art Guys, Tricks Guy, Word Guy! Come along on a fantastical adventure with Team Guy as they meet the other great Guys of history such as Guy de Maupassant, Guy Smiley and Buddy Guy.

EXPERT GAMER™

JULY 2000

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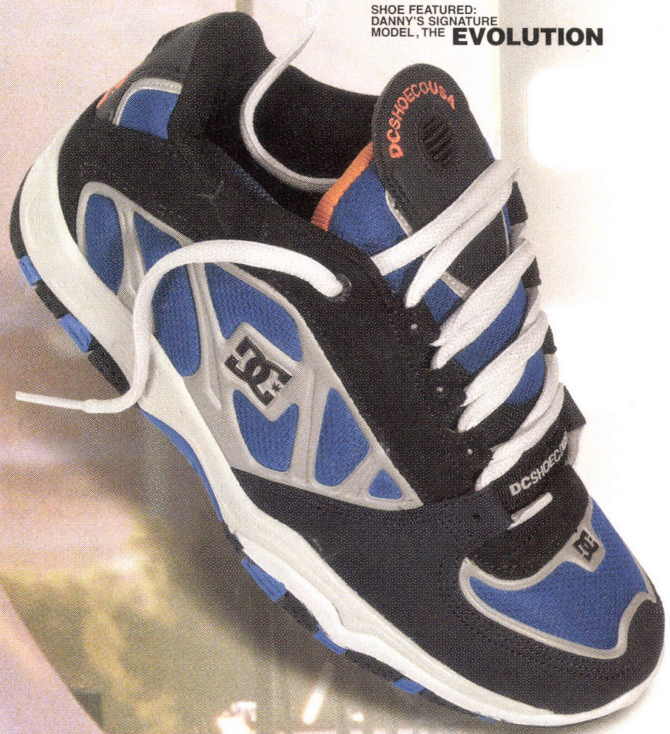


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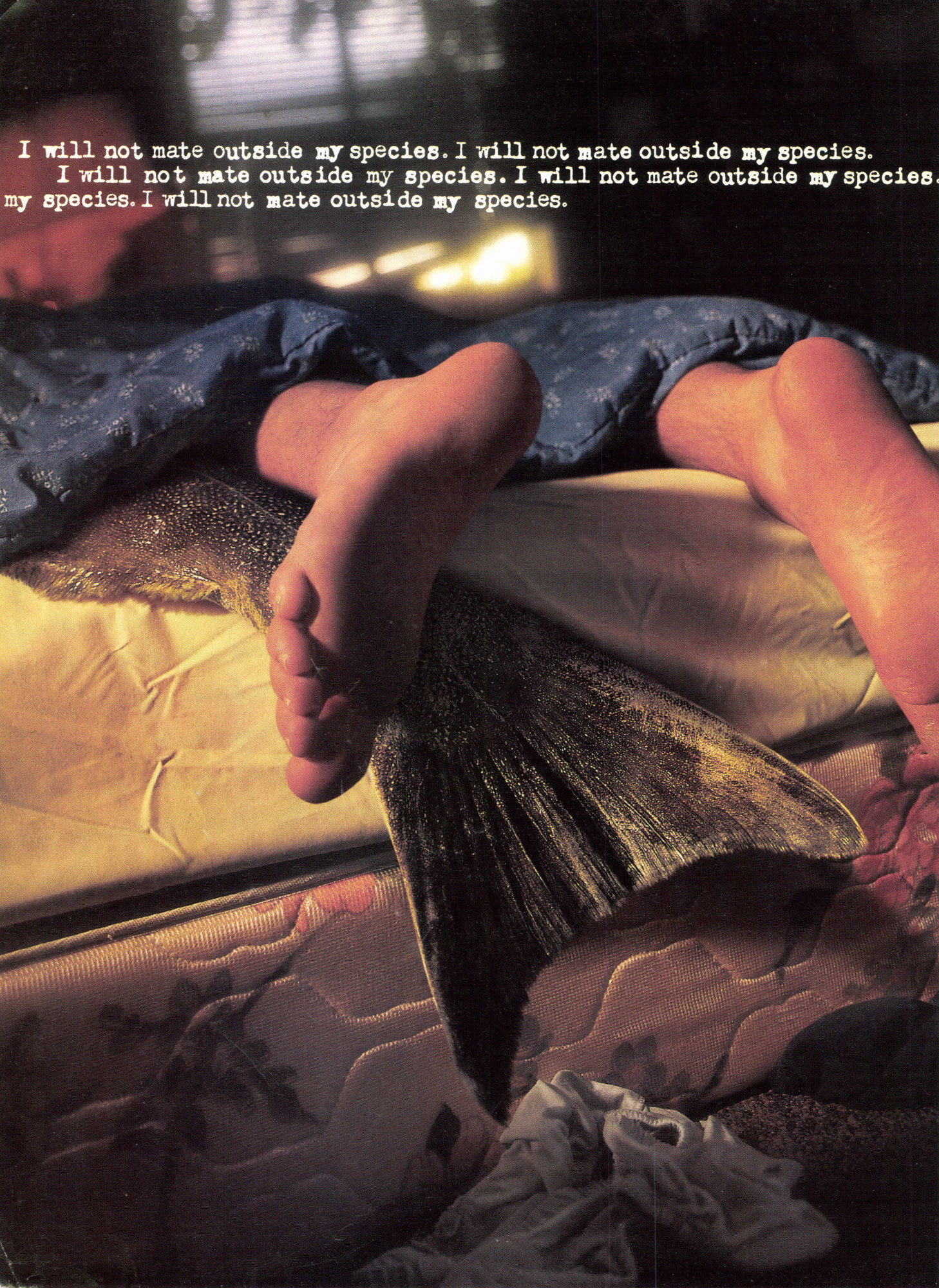


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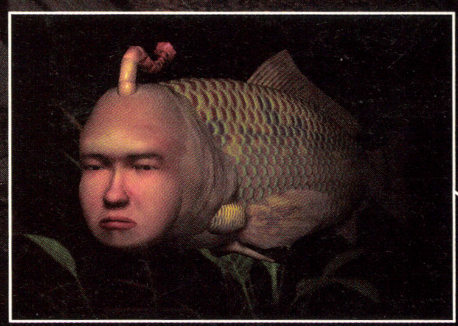


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Sega Dreamcast.

IT'S THINKING

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Game of the Month

XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

104 Excitebike 64
If you didn't catch the first installment on the NES, don't worry, its 64-bit cousin will have you eating dirt.

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

74 Metal Gear Solid
Game Boy Color gets a marquee star in Solid Snake, and you get one awesome hand-held adventure. We'll get you through with a truckload of maps.

88 Street Fighter EX 2 Plus
Your favorite 2D fighters make their way into the realm of three dimensions. *XG*'s newest editor shows you the best über-combos for each character. Ready, fight!

98 Pokémon Stadium
In the second part of our Stadium strategy, we go in-depth to show you all the secrets. Be the first on your block to beat the mini-games and get Amnesia Psyduck.

Special Feature

CONDENSED GUIDES AND TIPS FOR TODAY'S HOTTEST GAMES

64 Metal Gear Solid
For those of you that missed this classic, *XG* revisits Metal Gear Solid, one of the PlayStation's most popular games.

Tricks of the Trade

THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

20 New Tricks For 18 Games!
Plasma Sword, Rayman 2: The Great Escape, Street Fighter Alpha 3, All-Star Baseball 2001, Excitebike 64, GoldenEye 007, Pokémon Stadium, Tarzan, Army Men: Air Attack and more!

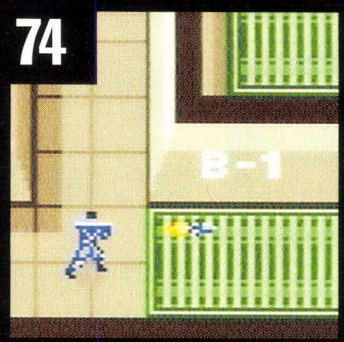
Coming Soon

GAMES WORTH LOOKING AT

60 Previews For You
Straight from the floor of E3, we've got previews of Metal Gear: Sons of Liberty (PS2), Madden NFL 2001 (PS2), Jet Grind Radio (DC), Phantasy Star Online (DC), Conker's Bad Fur Day (N64), Pokémon Puzzle League (N64), Dino Crisis 2 (PS), and Final Fantasy IX (PS).





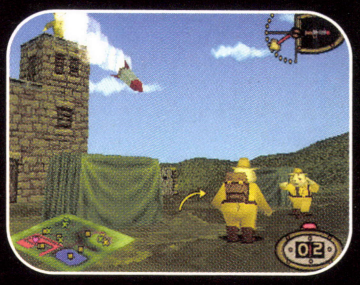


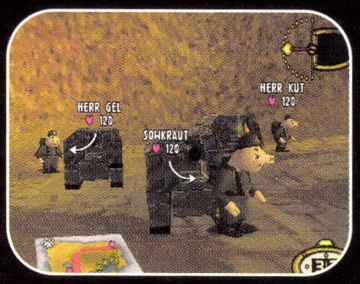






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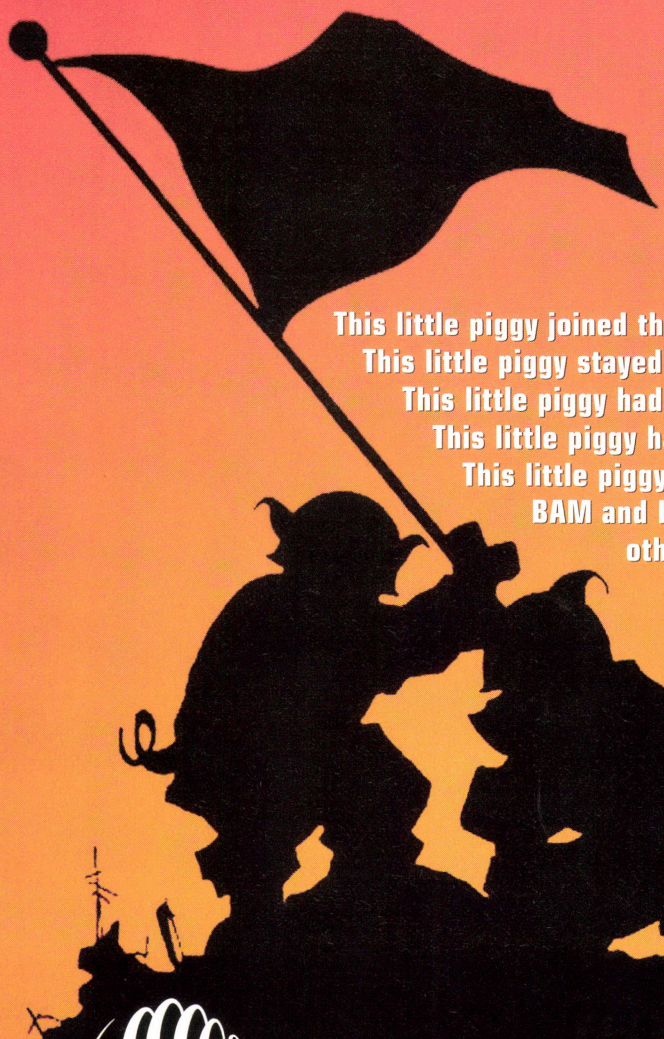












This little piggy joined the army
This little piggy stayed home
This little piggy had grenades
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into bacon!

www.hogsofwar-thegame.com

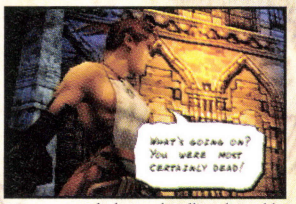
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GAMERS' FORUM

Your Chance to Sound Off in XG

Questions, comments or gripes?

WRITE:

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P.O. Box 3338
Oak Brook, IL
60522-3338

or e-mail:
xg@zd.com

Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway, for Letter of the Month contest consideration.

Winners!

• Here are the winners of *XG* #71's Game Over Contest:

1. Dianna Barindelli
Modesto, CA
2. David Laehn
Sudbury, MA
3. Jaxon Landrum
Tucson, AZ

• The answer to *XG* #71's Game Over Contest is:
Snatcher

Not Enough Nazis!

Dear Expert Gamer,

Hi, I recently purchased the U.K. version of "Medal of Honour," and I have a question for you. I've completed the game, but I can't seem to earn all the "Excellent" ratings—I've got all of them except for Level 5, Mission 4 (heavy water). I killed 39 Nazis, finished with full health and acquired a 92 percent shot accuracy, but this does not get me an "Excellent." Do you know why? Is there a bug in the game or something like that?

George
georgeisgolfnuts@tiny.co.uk

You probably did not kill every enemy on the stage. You must kill every last one of them in order to acquire the "Excellent" rating, and sometimes you have to be extra careful to do so. There are Nazis that only appear when triggered by certain actions—manning a Gatling Gun, for example. Taking out these "hidden" enemy soldiers can make all the difference between mere victory and the coveted "Excellent" rating.

Poké-Cheater?

Dear Expert Gamer,

My friend told me he had a cheat which can raise the levels of all your Pokémon to 100. According to my friend, this cheat isn't a GameShark code, so I was wondering if you could me find it.

Fox C.
Topeka, KS

Sorry, pal, but the only way to get those Pokémon up to level 100 is either with a GameShark or a heck of a lot of time. Fighting the Elite Four repeatedly is a quick way to earn a lot of experience, though. Any "secret cheat" to raise levels is just another one of the vast numbers of Poké-rumors.

Convertor Query

Dear Expert Gamer,

I'm going to be moving to Holland this August and I'm worried about my U.S. PlayStation and N64. The U.S. stuff works on 120V and are NTSC; in Holland, however, it works on 220V and is PAL. The change of volts is not really a problem, but I need to know whether there is something I can buy so I can play PAL games on my NTSC systems. Please let me know what I should do.

Kenneth Verbist
Hydroprince@angelfire.com

You can buy multi-standard TVs in Europe very easily. Most cool TVs from companies like Sony, Toshiba and Pioneer have PAL, SECAM and NTSC inputs. It's much easier to get stuff like that over there than it is here in the States. With the TV problem solved, a simple voltage convertor will should take care of your remaining problems.

Mecha Mania

Dear Expert Gamer,

Andy Baran says that he's been playing Gundam games. I was wondering what system they are on and where I can purchase them.

Kelton Thompson
Peoria, AZ

Most of the Gundam games are on the Super Famicom (Japanese Super NES), which you can try importing online from certain websites. A far easier way to satisfy your Gundam jones, though, would be to get Gundam Side Story for the Dreamcast—it recently came out in the U.S. and shouldn't be too hard to find. In addition, Bandai has a number of new Gundam games in the works. Be sure to keep checking our previews for when they come out.

Who Made PuPu?

Dear Expert Gamer,

In Final Fantasy VIII, in the Field area right next to the Winhill close to the end of Disc 3, I was preparing myself to for what seemed like a normal battle when a U.F.O. appeared on the screen! What's that all about?

Justin Caiazzo
Schenectady, Ny

Letter of the Month



Role playing started with players creating characters for an imagined world. A lot of players feel like role playing has been replaced by interactive movies that offer no real character interaction or development.

Where's the RP in RPG?

Stories are fine, but where's the interaction?

Dear Expert Gamer,

What is an RPG? The name says "role playing game," but is there really any role playing in them? I love RPGs, but they all have definite ends. After 40 hours of playing the game and getting wrapped up in the character, the whole thing just ends.

Legends of Legia had a interesting hook in that the game seemed to continue as you went back home after beating the bad guy. Sadly, there was a final showdown—when that was over, the game was too. I think that a level-locking system like the one in Final Fantasy VIII could be useful for keeping battles interesting, but stuff like side quests, talking to townsfolk, and exploring new areas is also important.

I'd love to see an RPG where you can beat it and then just roam the country side with no real goal. When a game's "story" has finished, there should be room left over to start new quests and continue to build your characters. I guess what my rant comes to is I wish Final Fantasy VIII could turn into an Ultima Online once you beat it. Now there's an idea...

T.W.I.N.K.I.E. The Taxi Driver
ncrumby@yahoo.com

Console RPGs have never been too keen on letting players develop their characters. As a matter of fact, most RPGs nowadays are rigidly scripted stories with little in the way of interaction. Many games do not even allow you to change the name of a party member. Even though that's a small detail, it's one that contributes to a character's personality.

Online RPGs, however, just might be the answer everyone has been looking for. With Phantasy Star Online and Final Fantasy X, it looks like consoles are dedicated to bringing the genre back to its roots. Just wait a little longer...



T.W.I.N.K.I.E won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



Strange events signal the chance to collect the rare PuPu card. Can you find all four UFO locations on the map?

This is scene is crucial to collecting the PuPu card. There are four points in the over world where you will encounter UFOs. After spotting them all, fly the Ragnarok to the cliffs above the Chocobo Shrine in the northeast. Land and you'll encounter a UFO. Defeat it, then head to the crater where Balamb once was. Inside is an alien named Pupu. Give him five Elixirs and he will give you this elusive card. The other four UFO sighting spots are in the following locations: Outside of Winhill, Mandy's Beach, Heath Peninsula and Kashkabald Desert.

Rogue Questions

Dear Expert Gamer,

I hear that you can get a Tie Bomber, Secret level and Cadillac in Star Wars: Rogue Squadron if you enter Chicken as a code, is this true?

Patrick P. Camacho
Allentown, PA

Well, sort of. There are a number of codes hidden in Rogue Squadron. Below are just a few of the codes from this awesome game. You can find these and all sorts of cool secrets in Tricks of the Trade! Here is a taste of what you'll find inside:

Open At-ST: CHICKEN
Unlock Naboo Fighter: Enter HALIFAX?, then !YNGWIE!
Tie Interceptor: TIEDUP
Unlock Buick: KOELSCH

All Is Lost!

Dear Expert Gamer,

I need to know something about my N64 memory card. When I save a game, I come back later and it says "Memory Card maybe damaged. If you try to repair it, data could be lost." What's going on? Am I messing with something that I'm not supposed to? Sometimes it may even erase by itself! Help!

Adam Sextan
Cornettsville, KY

This could be a number of things, so please bear with us. First off, is the memory card made by Nintendo and not a third party? We've had a lot of problems with third party peripherals, and many have not worked like they were supposed to.

If it is a Nintendo memory card, have you formatted it before using it? If not, this could correct the problems you're facing.

And finally, the game you are playing might be temperamental to memory cards. For example, Beetle Adventure Racing will often give you this message if you have a card in the controller. It could just be your game. If worse comes to worse, you might need another memory card.

Be the Bear...

Dear Expert Gamer,

After I beat Gruntilda and got all 100 Jigsaw pieces in Banjo Kazooie, Mumbo showed me pictures some items that I "missed." There were two Eggs—one is in Treasure Trove and the other is in Gobis Valley—and an Ice Key in Wozzas Cave in Freezeezy Peak. How do I get these items?

Scott Leber
Elko, Nv

We asked a Rare representative what the deal was with these elusive items. Needless to say, Rare was quite hush-hush about the whole deal. All we know for sure is that you need Banjo-Tooie to obtain them. Whether this means that the two cartridges will lock onto each other, or if the memory card is up to conjecture. Needless to say, those items are for something, you just cannot reach them quite yet.

How to Be a Hotshot

Dear Expert Gamer,

After winning the tournaments in Hot Shots Golf 2, I received the various awards such as the clubs, balls, caddies, etc. The last prize that I won is the Pinch-Hitter card. I have all of the characters unlocked except for Gex. I'm having trouble with him and would like to send the Pinch-Hitter against him, but I don't know how. I've looked everywhere to try and do it, but still can't figure it out. Please Help!

Jason
St. Louis



Set up a Versus Match and choose the Pinch-Hitter (also known as Pipe Hitter around here) at the course select screen. If your cyber-golfer wins, you'll be rewarded with the character it beats.

Infinite Gear

Dear Expert Gamer,

I want to ask you about the Bandanna in Metal Gear Solid. How do you use this thing? Also, what is the highest rank you can get when you finish the game? That's all. Thanks!

U.S. Top 10

THE 10 BEST-SELLING GAMES OF MAY

1. **Pokémon Trading Card** (Nintendo/GB)
2. **Pokémon Stadium** (Nintendo/N64)
3. **Pokémon (Yellow Version)** (Nintendo/GB)
4. **WWF SmackDown!** (THQ/PS)
5. **Tony Hawk's Pro Skater** (Activision/N64)
6. **Syphon Filter 2** (989 Studios/PS)
7. **Jedi Power Battles** (Lucas arts/PS)
8. **Pokémon (Blue Version)** (Nintendo/GBC)
9. **Pokémon (Red Version)** (Nintendo/GBC)
10. **Resident Evil Code: Veronica** (Capcom/DC)

Japan Top 10

JAPAN'S 10 BEST FROM 4/17 TO 4/23

1. **Rockman DASH 2** (Capcom/PS)
2. **Hoshi no Kirby 64** (HAL/N64)
3. **Tekken Tag Tournament** (Namco/PS2)
4. **Wizardry ~DIMGUIL~** (Ascii/PS)
5. **Game King Monster Capsule GB** (Konami/GBC)
6. **Dead or Alive 2** (Tecmo/PS2)
7. **Power Pro Pocket 2** (Konami/GBC)
8. **Pocket Monster Gold/Silver** (HAL/GBC)
9. **Ridge Racer V** (Namco/PS2)
10. **Marvel vs Capcom 2** (Capcom/DC)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (MAY)

1. **Samba de Amigo** (Sega/DC)
2. **Pokémon Puzzle League** (Nintendo/N64)
3. **Madden NFL 2001** (Electronic Arts/PS2)
4. **Dino Crisis 2** (Capcom/PS)
5. **Space Channel 5** (Sega/DC)
6. **Conker's Bad Fur Day** (Rare/N64)
7. **Marvel vs Capcom 2** (Capcom/DC)
8. **Banjo-Tooie** (Rare/N64)
9. **Mr. Driller** (Namco/PS)
10. **Perfect Dark** (Rare/N64)

SOURCES: *NPD TRSTS Video Games Service* (U.S. Top 10); *Weekly Famitsu Magazine* (Japan Top 10)

Import Pick of the Month

Samba de Amigo

Music games can be strangely addictive, and Samba de Amigo definitely falls into that category. Samba de Amigo is Sonic Team's newest game and it's the first game that is played with maracas. It's along the lines of Beatmania and Dance Dance Revolution, except instead of having to be fast with a keyboard or your quick on feet, you must shake those maracas in time with the beat. For added enjoyment, look forward to hearing many of the popular songs that will be on the game's soundtrack.



Samba de Amigo is coming to the U.S. this winter, but expect many of the great songs to be changed. And don't even think of playing this game without the wicked-awesome maraca controllers. It's not nearly as much fun without them.



By completing the game AND saving Meryl, you will be rewarded with the Bandanna when you play the game again.

Epifanio de Guzman Jr.
epithegreat@edsmail.com.ph

By beating the game and saving Meryl, you will be rewarded with the Bandanna. This item will grant you unlimited "everything." As for the best rating, the Big Boss rating is supposedly the best you can get. Make sure to check out our Metal Gear Solid coverage on page 64 for even more tips.

Dreamcast Downloads

Dear Expert Gamer,

I have two questions for you. First of all, I want to know how to connect my Dreamcast to the internet (I own a Japanese Dreamcast, but I do not live in the U.S. or Japan). Secondly, if I were to stick to my current ISP, do I still need to make another payment to Sega? I really hope you can help me. I want to connect my Dreamcast to the net so I can download all the extra stuff.

Bryan
chunkyuan@hotmail.com

Actually, it shouldn't be a problem if you already have an ISP. Just go to the Dreamcast Internet set-up screen and enter your existing ISP number. Then, you'll be able to hook up to the internet with no problems and no payments to Sega. The only problem that you may come across will be if you have trouble figuring out the Japanese menus or if you don't know Japanese. If that's the case, check online for a translation.

Experience Required

Dear Expert Gamer,

In your May 2000 issue, your Front Mission 3 guide explained a method of training the Skill level of weapons, but you mentioned of turning off the Upgrade Modifiers to receive more Experience Points. Where and how do I turn them off? Also, is there any way to transfer Battle Skills to other Wanzers in the early part of the game? Thanks and keep up the good work!

Guessz
Address Withheld

Right before you enter a mission, you will be given a chance to give APs to certain upgrade choices. These are the ones that upgrade your accuracy or resistance to certain types of damage. They will only be available to you once you have upgraded at least once. While you are playing, if you choose NOT to dedicate any AP points, you will earn more experience.

As for transferring skills, individual characters cannot exchange Battle Skills ever. However, you can swap Wanzers and still have the skills. You'll just have to go through the bother of resetting them in the "Setup" screen or at a shop.

Expert Spender Hacking

Dear Expert Gamer,

In Front Mission 3, while trying to unlock the MIDAS controller at the Intrepid website, has anyone at your magazine or Square tried the password "ALICIANA"?

Oriole
Oriole@gateway.net

You must have been hacking the web for a long time in order to find that password. Even if you put in the password, you cannot download the controller until later in the game. Still, no one knows what it does. If you find out, write in and spread the word. We will solve this mystery yet!

Smoke the Malboro

Dear Expert Gamer,

I know this question may be a bit late about Final Fantasy VIII, but I've checked every available resource without any luck. Maybe you guys could answer this one for me. I'm on Disc 3 and I can't seem to find those Malboros for the Malboro Tentacles to summon Doomtrain. Is there a way to find them on Disc 3 after the Lunatic Pandora has arrived?

Marc Yu
Address Withheld

If you have access to the Ragnarok, you can fly to the Islands Closest to Heaven and Hell and find the Malboros there. These small islands are found on the eastern and western extremities of the world map, respectively. The Island Closest to Heaven is due west of the Desert Prison complex on the Galbadia continent, and the Island Closet to Hell is located just off the coast of Esthar's easternmost peninsula (if you're having trouble, head east from of Trabia Garden).

You can also get Malboro Tentacles by using the Card Mod (obtained from Quezacotl) by converting items.

Coming Soon

SEGA DREAMCAST

SUMMER 2000

- **Space Channel 5** (Sega)
- **ESPN Baseball** (Konami)
- **SFIII: Double Impact** (Capcom)
- **Toy Story 2** (Activision)
- **Half-Life** (Sierra)
- **Seaman** (Vivarium)
- **Ultimate Fighting Championship** (Crave)

NINTENDO 64

SUMMER 2000

- **Banjo-Tooie** (Nintendo)
- **X-Men** (Activision)
- **Turok 3: Shadow of Oblivion** (Acclaim)
- **Kirby 64: The Crystal Shards** (Nintendo)

SONY PLAYSTATION

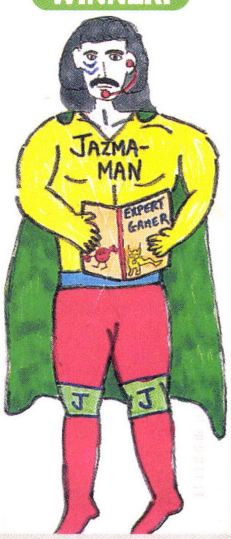
SUMMER 2000

- **Threads of Fate** (Squaresoft)
- **Who Wants to Be a Millionaire** (SCEA)
- **Spider-Man** (Activision)
- **Vanishing Point** (Acclaim)
- **Shao Lin** (THQ)
- **Sydney 200 Olympics** (Eidos)
- **Dinosaur** (Ubi Soft)
- **Messiah** (Interplay)
- **Team Buddies** (Psygnosis)
- **Breath of Fire IV** (Capcom)
- **Parasite Eve 2** (Square EA)
- **NFL Blitz 2001** (Midway)

Letter Art

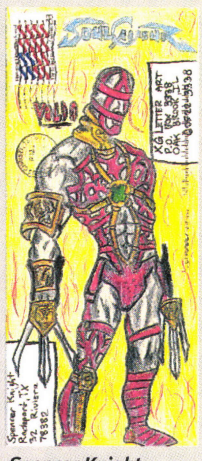
Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

WINNER:



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@zd.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

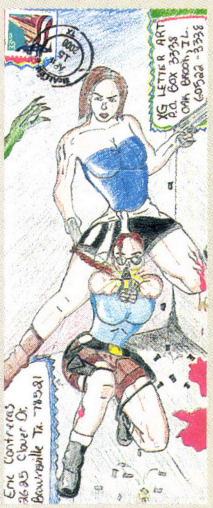
Paul Dale Roberts wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Paul!



Spencer Knight
Rockport, TX



Brenda Henry
Christiansled, St. Croix

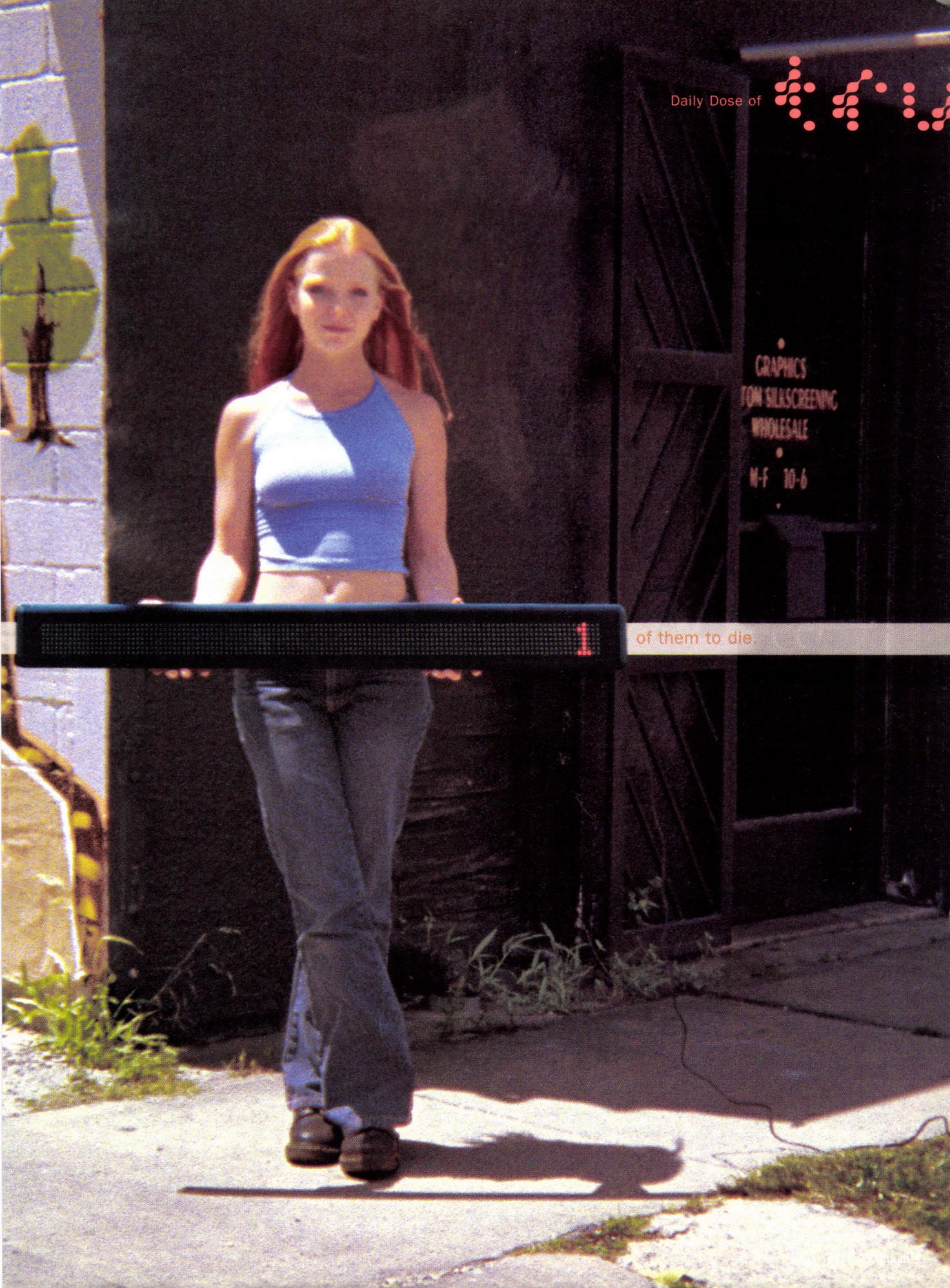


Eric Contreras
Brownsville, TX

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*


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TRICKS OF THE TRADE

Dreamcast



Aerowings

Cheat Mode: At the "Press Start" screen, press L button+R button simultaneously. You'll hear someone say, "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

Centipede

Lives and Levels: In the middle of an Adventure game, press and hold Trigger L+Trigger R+X+A+Y+B. While holding these, press the Stick in the desired direction for these results.
Multiple Lives: Press Up on the Analog Stick to gain multiple lives. You may keep pressing Up while holding the buttons to gain thousands of lives!
All Levels: Press Down on the Stick to open up all the levels in the game. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.
No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.
No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.
Expert: Press and hold L-Trigger+R-Trigger+ START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.
Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.
Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.
Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Expendable

While the game is paused, enter any of the following codes as shown below.
Level Skip: Y, Y, X, X, L Shift, R Shift, Down, Down, Up, Up.
Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.
Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Fighting Force 2

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

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Score Big with GameShark From InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

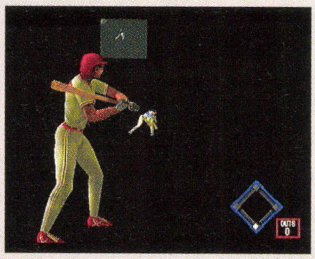
For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@ziffdavis.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

Trick of the Month

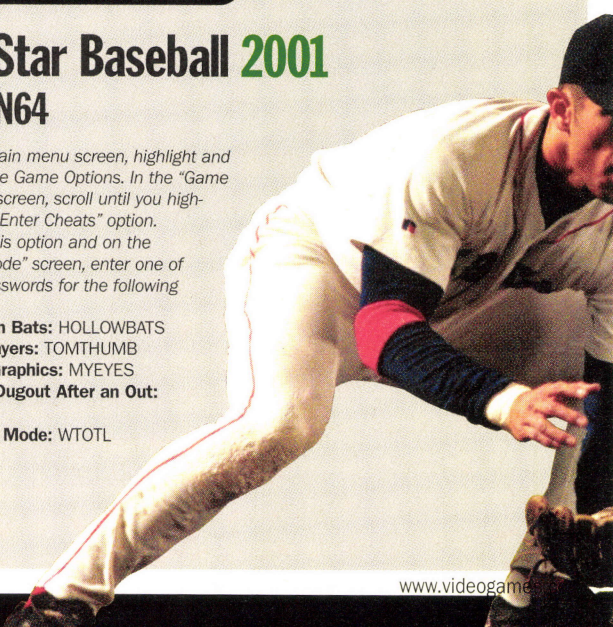




All-Star Baseball 2001

N64

On the main menu screen, highlight and access the Game Options. In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the "Cheat Code" screen, enter one of these passwords for the following modes.
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL



Flag to Flag

Enter the following codes while starting the game in Arcade Mode.

Rainy Weather: Hold L+R+Down.

Weather Never Changes: Hold L+R+Up.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, R, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R button. Immediately after he says, "two," let go of R and hold the L button. Immediately after he says, "one," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L button (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons, and Easy Shoot Mode.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi
Andy Bogard
Ryo Sakazaki
Yuri Sakazaki
Billy Kane
Orochi Shermie
Omega Rugal
Terry Bogard
Joe Higashi
Robert Garcia
Mai Shiranui
Orochi Yashiro
Orochi Chris

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.

Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

Plasma Sword

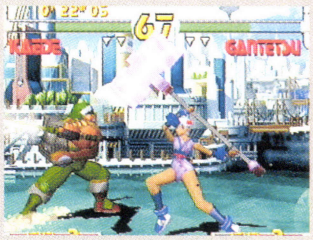
Highlight one of the appropriate character on the character select screen and then enter the code.

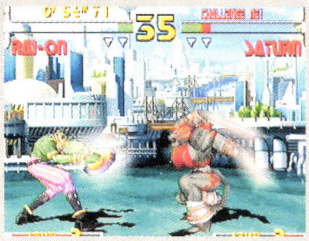
Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.

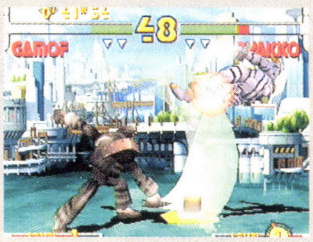
Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.

Play as Evil Gamof: Highlight Gamof, then hold START and press A.









MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.

PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

Mortal Kombat Gold

On the "Press Start Button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly, you will hear someone laugh and say, "Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L+R buttons. While holding these, press the A button. A cheats menu will appear with the options shown.

Easy Endings: Defeat just one opponent to see your character's ending.

Fatality 1: Finish your opponent with High Punch. This will allow any character to perform its first fatality.

Fatality 2: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.

Pit Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.

Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.

Kombat Kode: This allows 30 different Kombat Kodes to be activated.

Play as Goro: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Left, A.

Play as Noob Saibot: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Up, Left, Left, Left, A.

Play as Sektor: First enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R, and press Up, Up, Up, Up, Left, Left, Left, Left, A.

Alternate costumes: On the character select screen, highlight a character, hold START and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. You may have to press a button a third time to get some characters' costumes.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega, and NBA 2K teams.)

Huge Ball: BEACHBOYS

Crowd Message: HIMOM

Giant Heads: FATHEAD

Micro Players: LITTLEGUY

Large Players: MONSTER

Squished Players: SQUISHY

Obese Players: DOUGHBOY

Huge Feet: BIGFOOT

Hurt Coaches: COACHOUCH

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.

Show Shot Percentage: 0-0-1 Down.

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L+R buttons and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.







Show Hotspot: 1-0-0 Down.
No Hotspots: 2-0-1 Up (2p must agree).
Big Head Mode: 2-0-0 Right.
Team Uniform: 4-0-0 Right (2p must agree).
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.
Home Uniform: 4-1-0 Right.
Away Uniform: 4-2-0 Right.
Fog: 1-2-3 Up (Outdoor courts only).
Thick Fog: 1-2-3 Down (Outdoor courts only).
Night Fog: 1-2-3 Left (Outdoor courts only).
Swamp Fog: 1-2-3 Right (Outdoor courts only).
Rain: 1-4-1 Left (Outdoor courts only).
Snow: 1-2-1 Left (Outdoor courts only).
Blizzard: 1-3-1 Left.
No Replays: 3-3-1 Left.
No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection, and entering the following codes.
Alternate Text: SCRAWL (Some of the text will have a different font.)
Fat Players: LARD
Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)
Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed," and change the speed to "Turbo.")
Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed," and change the speed to "Slomo.")
High-Pitched Commentary: SQUEEKY
Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.
More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to 0. Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN (Brain)	Pin: 1111
Name: SMILE (Smiley)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmell)	Pin: 0322

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More then one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.
Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see the text, "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: *Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.*
Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

PenPen Trilcelon

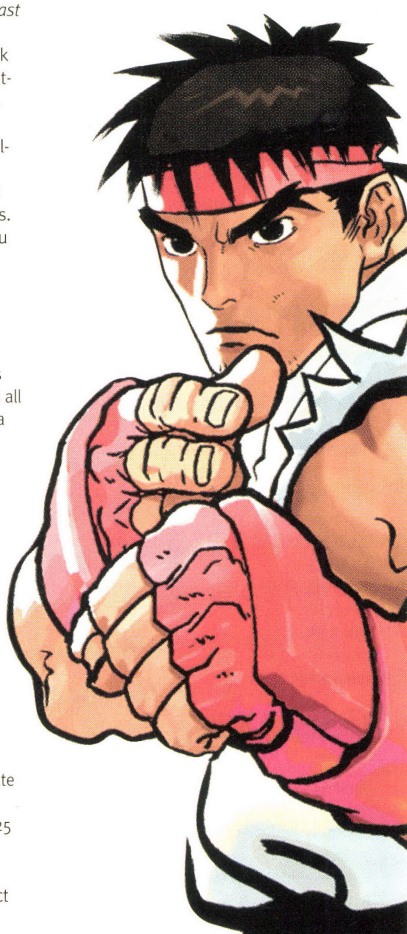
Play as Hidden Racer: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B, and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.
Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.
Alternate Costumes: At the character select screen, press X+Y simultaneously.
Alternate Cornerman: At the character select screen, hold the X button and press Up, Right, Down, or Left.
Bronze Class Boxers: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxers in championship mode. *Note: This also unlocks Kemo Claw in Arcade Mode.*
Silver Class Boxers: Enter RUMBLE BUMBLE as a gym name. *Note: This also unlocks Bruce Blade in Arcade Mode.*
Gold Class Boxers: Enter MOSMA! as a gym name. *Note: This also unlocks Nat Daddy in Arcade Mode.*
Champ Class Boxers: Enter POD 5! as a gym name. *Note: This also unlocks Damien Black in Arcade Mode.*
High Voice Cornerman: On the character select screen, hold X and press L+R buttons simultaneously.
Taunts: During a match, hold X+A or Y+B to taunt your opponent. *Note: Only X+A works for Damien Black.*
Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.
Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R Shift button on each controller while selecting a boxer with A.
Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection



screen, have both players hold L Shift+R Shift button on each controller while choosing a boxer with A.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.
Access All Cars: CARTOON
Access All Tracks: TRACTION
All Weapons Available: OYOY (While playing a game, just press Trigger L+Trigger R repeatedly to cycle through the choices.)
Access to the Probe U.F.O.: YUEFO
Change Cars in a Race: CHANCER (Just press up or down at the pause menu to change your car.)
Tiny Racers: MAGGOT
Hifi Mode: FLYBOY
Change Progress Table: GOATY (Edit your wins, losses, etc.)

Sega Rally 2

At the title screen, put in the following codes. You should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.



Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold Trigger L+Trigger R. With these held, press one of the following buttons to initiate the corresponding result.
Make New Ammo and Health Appear: X.
All Enemies Stop Firing: A.
God Mode with Unlimited Ammo: B.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Sophitia's Secret (Works on Japanese Version Only!): Choose Sophitia and press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.
X = pink
Y = blue
B = black
R = yellow (Press R after you choose her or she'll be in metallic mode.)
L = doesn't seem to change the color
A = white (original color)
Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select," and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button, and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.
Weapon Select: In the character select screen, place the cursor on the character and press the L trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!
All Tracks and Cars: B, Right, B, Right, Up, B, Up.
Unlimited Nitros: Down, Up, Down, Up, A, X, A.
Skip Current Class: Down, Right, Down, Right, A, X, A.
More Money: A, Right, A, Right, Up, B, A. *Note: This works in Championship Mode only.*

TNN Motorsports: Hardcore Heat

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.
More Colors: Down, Left, Up, Right, X, Y, L Trigger, R Trigger.
LE-2001 Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.
Combat Jet: Left, Right, Down, X, X, X, X.

Tokyo Xtreme Racer

Mark Other Cars: Press the L or R button at the "Assist Shifting" menu and you will hear a tone. This enables every rival pointer during a battle. *Note: this code works only in Quest mode.*
Max Speed: Press the Y button at the "Assist Shifting" menu, then you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. *Note: this code only works in Quest Mode.*

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.
Every Map Available: Hold the L Shift button and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.
New Machine Gun: Hold the L Shift button and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L Shift button and press A, X, B, Y, A, Y.

TrickStyle

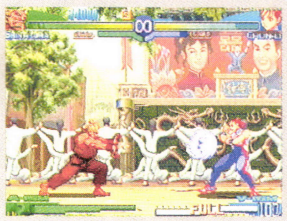
Choose "Cheats" from the options screen and then put in one of the following passwords.
Win Everything: CITYBEACONS
Win All the Time: TEAROUND
Infinite Time: IWISH
Power-up Moves: TRAVOLTA
Big Heads: INFLATEDEGO

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Shift + R-Shift simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Shift + R-Shift in order to enter a new one.
No Enemies: HOME_ALONE
No Delay Firing: RAPID_FIRE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
Heavier Cars: GO_RAMMING
Increased Enemy Attack: UNDER_FIRE
Deadlier Missiles: BLAST_FIRE
CPU Picks Features: QUICK_PLAY
Quick Vehicles: MORE_SPEED
Slow Vehicles: GO_SLOW_MO

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.



Floating Cars: NO_GRAVITY
No Wheel Attachment Icons: DRIVE_ONLY
Sequence of Movies: LONG_MOVIE

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.
Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+ START.
Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.
Play as Gold Dural in Training Mode: At the character selection screen press START+ X+A at the same time.

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).
Invincibility: Y, Right, B, Left, X, Down.
Friendly AI Units: B, Down, A, Down, X, Y.
Boost: Up, X, Down, B, A, Y.
All Weapons: A, A, Right, Y, A, Right.
Maximum Health: Down, Down, A, X, B, X
Show All Token Locations: Y, B, A, Left, Down, Down.

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.
Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.

Nintendo 64

GameShark Codes

Fox Sports College Hoops '99

Programmers Team 810970880100
Z-Axis Stadium 80098E980088
Final Four Stadium 80098E980089
No Fans in Crowd 810CA5200454

NBA Jam 2000

Team 1 Scores 0 811371160000
Team 2 Scores 0 811371120000
Inf. Turbo Team 2-P1
8115B50AFF00
Inf. Turbo Team 2-P2
8115B50EFF00
Inf. Turbo Team 1-P1
8115B512FF00
Inf. Turbo Team 1-P2
8115B516FF00
Inf. Shot Clock 811378DE0016
Inf. Violation Clock 8113783A005D
Team 1 Scores 150
811371160096
Team 2 Scores 150
811371120096

Resident Evil 2

Save Anywhere Press Z+B
D1014fA46000
Save Anywhere Press Z+B
810E89288007
Save Anywhere Press Z+B
D1014fA46000
Save Anywhere Press Z+B
810E892A4110
Access Chest Anywhere Press L+START
D1014FA41020
Access Chest Anywhere Press L+START
8012BFA80001
Access Map Anywhere Press L+Z+START
D1014FA43020
Access Map Anywhere Press L+Z+START
8012BFA80003
Magnum in Crate 810E8EF405FE
Custom Magnum in Crate
810E8EF806FE
Shotgun in Crate 810E8EFC07FE
Custom Shotgun in Crate
810E8F0008FE
Grenade Launcher in Crate
810E8F0409FE
Grenade Launcher (Fire) in Crate
810E8F080AFE
Grenade Launcher (Acid) in Crate
810E8F0C0BFE
Colt SAA in Crate 810E8F140DFE
Spark Shot in Crate 810E8F180EFE
Sub Machine Gun in Crate
810E8F1C0FFE
Flamethrower in Crate
810E8F2010FE
Rocket Launcher in Crate
810E8F2411FE
Gatling Gun in Crate 810E8F2812FE
Flamethrower In Crate
810E8F2010FE
Rocket Launcher In Crate
810E8F2411FE
Gatling Gun In Crate 810E8F2812FE

Rogue Squadron V1.1

Infinite Lives 801216E00008
Infinite Secondary Weapons
800FE6220008

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1080° Snowboarding

Quick Start: Right before a race starts, wait for the announcer to say, "One." As soon as that number fades out on the screen, press Up for a quick start that will give you a jump on the competition.
Get All Tricks Easy: From the main menu, choose the "Training" option. Now select your rider and board. During the training session, select an easy trick from the Trick List (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in midair, quickly press Right-C, Right-C. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080° Air) and land the Lien Air. The computer will think that you landed a 1080° Air and give you credit for it!
Ride a Penguin Board: To ride on a penguin instead of a snowboard, you must execute and land all the moves on the Training Mode's trick list. Once you've done that, hold Bottom-C and press A when you choose any character's default snowboard. If you're having trouble completing all the tricks, try out the "Get all tricks easy" code above.
Panda Man: First you must complete Match Race on Expert. Next, beat all the EAD scores in Time Attack, Trick Attack, and Contest. After meeting those requirements, go to the select rider screen, highlight Rob Haywood, and hold Right-C and press A.
Ice Man: First you must complete Match Race on Expert. Then you must top all the EAD scores in Trick Attack and Time Attack. After accomplishing that, go to the select rider screen, highlight Akari Hayami, and hold Left-C and press A.
Gold Ice Man: You must complete Match Race on Expert using Ice Man to earn a gold version of him. After that, go to the select rider screen, highlight Kensuke Kimachi, and hold Top-C and press A.
Control the Opening Camera: When the music starts and the demo of the guy going down the mountain appears, press the Top-C button to take control of the camera. You can use the Analog Stick to rotate the view any direction and you can use the Control Pad to zoom in and out. Press Top-C again to go back to the Default Camera Mode.
Dragon Cave Level: Complete Match Race on Hard.
Deadly Fall Level: Beat Match Race on Expert.

Aero Gauge

All Tracks and Vehicles: To do this trick, you must have two Controllers plugged into your system. Press START on Controller One until you get the screen with "Push Start" on the bottom. On Controller Two, press Up+Down-C+R button+L button+Z simultaneously and then release them. Now press START on Controller One to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.
Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST

Armorines: Project S.W.A.R.M.

From the main menu, go to the options screen. From there, access the "Cheats" option. Then, go to the "Enter Cheat" screen and enter one of the following codes.
Big Cheat: GOLDENPIE (You will now have access to all the cheats shown on the "Cheats" menu.)
Invincibility: GODLY
All Weapons Activated: LOADED
Unlimited Ammunition: SORTED
All Missions Activated: SKIPPY
Fast Run: SONIC (Now you can run twice as fast as normal.)
Unlock Female Trooper in Multiplayer: GODDESS
Hive Guard Bug in Multiplayer: LEGGY
Volcano Guard Bug in Multiplayer: RUBBER
Egypt Worker Bug in Multiplayer: CLAW
Hive Worker Bug in Multiplayer: UGLY
Pen and Ink Mode: SKETCHY (Turning on this option will give the game a black and white, polygon-drawing look.)

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To de-activate any codes, go to the puzzle-letter room and type in NOBONUS.
Big Head Banjo: BOTTLESBONUS
Banjo Big Hands and Feet: BOTTLESBONUSTWO
Big Kazooie: BOTTLESBONUSTHREE
Tall Skinny Banjo: BOTTLESBONUSFOUR
Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE
Big Everything (Including Kazooie): BIGBOTTLESBONUS
Washing Machine Banjo: WISHYWASHYBANJO
Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. *(Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)*
Infinite eggs:
BANJOBEGSFORPLENTYOFEGGS
Infinite lives:
LOTSOFGOESWITHMANYBANJOS
99 Mumbo tokens:
DONTBEADUMBOGOSEEMUMBO

Bomberman 64

Here's where to find some of Bomberman's optional outfit parts.
Tennis Shoes: In the blue resort. It is in Level 1 under the bridge that has a box under it and a blue guy on the bridge.
Iron Armor: In the white glacier. It's in Level 1 behind one of the houses. Take a pump bomb and throw it at the houses. Run over the roof and put a bomb by the tree to get it.
Extra Battle Mode Stages: Press START at the title screen. When the main menu screen appears, press START rapidly until you hear a ringing sound. Go into the Battle Mode to choose the new stages!

Bug's Life, A

Level Select: At the ant hill off the main screen, hold C-Up+C-Down+C-Left+C-Right+Z and press R. An arrow will appear to confirm correct code entry.

Bust-A-Move '99

Another World: At the title/menu screen, press the L button, Up, R button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World," will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Cyber Tiger

From the title screen, choose Play. Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.
Unlock Kimmi: Choose any character and change the name to Rapper.
Unlock Starr: Choose any character and change the name to Retro.
Unlock Marvin the Alien: Choose any character and change the name to Ufo.
Change the Looks of Liltiger: Choose Liltiger and change the name to Prodigy.
Unlock the Volcano Course: Choose any character and change the name to Sthelens.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons Are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!

Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Doom 64

Cheat Menu: Go to the "Password" option and enter ?TJL BDFW BFGV JVVB. This will take you to the first level in the game. Pause the game and you will notice a new option, "Features!" Select this to find all you need to conquer the game!

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.

Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064
Wire Frame Mode: LINEAR
Unlimited Nitros: XXX
Overhead View: SPYEYE
Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

Fighting Force 64

Level Select & Invincibility: On the main menu screen, hold L button+Z button+C-Up+Down-C. This will take you to the character select screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility.

Forsaken 64

Unlimited Nitro Boosts: At the title screen where "Press Start" is scrolling, press B, B, R button, Up, Left, Down, Up-C, Left-C. The words, "Turbo Crazy On," will appear on the screen to confirm that it worked.

F-Zero X

All Vehicles, Tracks, and Difficulties: On the title screen, press START to get the mode select screen and enter L button, Z, R button, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!

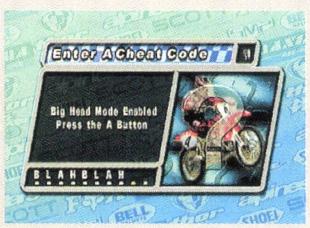
Shrink Vehicles: On the vehicle selection screen, press and hold L+R button+Up-C+Down-C+Left-C+Right-C. The cars will shrink! Now the smaller cars will be at your disposal!

Color Change: On the vehicle customization screen, press the R button to change the color of your car. Keep pressing the R button until you get the color you want. Simple, but still cool.

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L Button, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.

Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA





Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

Gex 64

99 Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter M758FQRW3J58FQRW4! as a password. You can see the results of the code immediately by pressing START to pause the game and then moving down to "Stats" and accessing it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Ultimate Password: Pick "Load Game," then "Password," then enter M758FQRW3J58FQRW4! (Be sure to include the exclamation point.)

Hidden Level: You can immediately access the N64-exclusive "Gecques Cousteau" (Titanic) level without having any remotes. When you first start the game, go straight ahead to the arch that you can climb on. Go halfway up the left side (the level will turn upside down), stop, and go forward off the ledge. If you did this correctly, it should let you walk off the edge and onto the top of the arch, where you will see a platform. Jump onto this platform, and it will take you to the entrance of the level.

Glover

To use the following codes, press START to pause the game while playing. Enter the following C-button combinations while it is paused.

Infinite Life: Up-C, Up-C, Up-C, Up-C, Up-C, Right-C, Down-C, Right-C.
Speed Up Spell: Left-C, Left-C, Right-C, Up-C, Right-C, Left-C, Down-C, Down-C.
Become-a-Frog Spell: Up-C, Right-C, Down-C, Right-C, Up-C, Left-C, Left-C, Up-C.
Secret Cheat: Down-C, Up-C, Right-C, Right-C, Down-C, Left-C, Right-C, Right-C.
Call Ball: Up-C, Left-C, Left-C, Up-C, Right-C, Left-C, Down-C, Up-C.
Checkpoints: Down-C, Down-C, Right-C, Left-C, Up-C, Up-C, Down-C, Left-C.
Death Spell: Up-C, Left-C, Left-C, Left-C, Left-C, Up-C, Right-C, Up-C.
Low Gravity: Left-C, Left-C, Up-C, Left-C, Right-C, Up-C, Up-C, Up-C.
Shift Camera to the Left: Right-C, Down-C, Right-C, Down-C, Up-C, Up-C, Right-C, Left-C.
Big Glover Spell: Down-C, Down-C, Down-C, Left-C, Left-C, Down-C, Right-C, Left-C.
Frog Spell: Down-C, Left-C, Down-C, Down-C, Left-C, Down-C, Up-C, Left-C (turn people into frogs by pressing R).
Open Portals: Up-C, Right-C, Right-C, Down-C, Left-C, Down-C, Up-C, Right-C.
Locate Garibs: Left-C, Up-C, Right-C, Down-C, Left-C, Up-C, Left-C, Left-C.
All Cheats Off: Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C, Down-C.

GoldenEye 007

Button Codes: *Button codes have finally been revealed for GoldenEye 007! Just enter these codes during a single player game (don't pause) with the L and R buttons, C buttons, and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.*

All Guns Unlocked: Hold L+R buttons and press Down, hold L button and press C-Left, hold L button and press C-Right, hold L+R buttons and press C-Left, hold L button and press Down, hold L button and press C-Down, hold R button and press C-Left, hold L+R buttons and press C-Right, hold R button and press Up, Hold L button and press C-Left.

Maximum Ammunition: Hold L+R buttons and press C-Right, hold R button and press Up, hold R button and press Down, hold R button and press Down, hold L+ R buttons and press C-Right, hold L+R buttons and press Left, hold R button and press Down, hold R button and press Up, hold L+R buttons and press C-Right, hold R button and press Left.

Invulnerability: Hold L button and press Down, hold R button and press C-Right, hold R button and press C-Up, hold L button and press Right, hold L button and press C-Down, hold R button and press C-Up, hold L button and press Right, hold R button and press Down, hold L button and press Left, hold L+R buttons and press C-Right.

Invisibility: Hold R button and press C-Left, hold L+R buttons and press C-Up, hold L+R buttons and press Left, hold L+R buttons and press Up, hold R button and press Up, hold L button and press C-Left, hold R button and press C-Up, hold L button and press C-Down, hold L+R buttons and press Left, hold R button and press Right.

Line Mode: Hold R button and press C-Down, hold L+R buttons and press Down, hold L button and press Right, hold R button and press C-Up, hold L+R buttons and press C-Right, hold R button and press Up, hold L button and press Down, hold L button and press Right, hold R button and press C-Left, hold R button and press C-Up.

GameShark Codes

Continued from Page 24

Have All Vehicles and Levels	8012171D007E
Extra Shields	81128A4C4316
99 Kills	801217550063
99 Saves	801217560063
99 Bonuses	801217570063

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, Z, R, Z, Z.
TowJam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.
Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.
Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."

Boost Jump: When you want your boat to jump over an obstacle or to get a boost power-up, just hold the A button and press B+Z at the same time.

GoldenEye 007

Enter these codes on the "Mission Select" screen with the L and R buttons, C buttons and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Facility Unlocked: Hold L+R buttons and press C-Up, hold R button and press C-Left, hold L button and press Left, hold R button and press C-Up, hold L button and press Left, hold R button and press C-Down, hold L button and press C-Right, hold R button and press Right, hold L+R buttons and press C-Up, hold L button and press Right.

Runway Unlocked: Hold L+R buttons and press Left, hold R button and press Left, hold L button and press C-Up, hold L button and press Left, hold R button and press C-Up, hold R button and press C-Down, hold R button and press C-Right, hold R button and press Right, hold L button and press Down, hold R button and press C-Left.

Surface I Unlocked: Hold R button and press C-Left, hold L+R buttons and press C-Up, hold L button and press Left, hold R button and press Up, hold R button and press Left, hold L button and press Up, hold R button and press C-Down, hold L button and press Right, hold L button and press C-Right, hold L+R buttons and press Down.

Bunker I Unlocked: Hold L button and press C-Down, hold R button and press Right, hold L button and press C-Right, hold R button and press C-Left, hold L button and press C-Down, hold L+R buttons and press Left, hold L button and press C-Right, hold L+R buttons and press Up, hold R button and press C-Right, hold L button and press Up.

Silo Unlocked: Hold L button and press Up, hold R button and press C-Down, hold L button and press Left, hold R button and press Down, hold L button and press C-Left, hold L+R buttons and press C-Right, hold L button and press C-Up, hold R button and press Right, hold R button and press Right, hold R button and press C-Right.

Frigate Unlocked: Hold R button and press C-Up, hold L button and press Down, hold R button and press C-Right, hold L button and press Left, hold L+R buttons and press Up, hold L+R buttons and press C-Down, hold R button and press C-Right, hold R button and press Up, hold L+R buttons and press C-Down, hold R button and press Up.

Surface 2 Unlocked: Hold L button and press C-Down, hold L+R buttons and press C-Right, hold R button and press C-Right, hold R button and press C-Up, hold R button and press C-Left, hold L button and press Right, hold L+R button and press C-Up, hold L button and press C-Up, hold L+R buttons and press Down, hold L button and press C-Right.

Bunker 2 Unlocked: Hold L button and press Down, hold R button and press Down, hold L+R buttons and press C-Up, hold L button and press Left, hold L+R buttons and press Right, hold L button and press C-Left, hold R button and press Right, hold L button and press C-Up, hold L button and press Left, hold L button and press C-Down.

Statue Unlocked: Hold L+R buttons and press C-Down, hold L+R buttons and press C-Down, hold L button and press Right, hold L+R buttons and press Left, hold R button and press Left, hold R button and press C-Right, hold L+R buttons and press Left, hold R button and press C-Up, hold R button and press C-Down, hold R button and press Right.

Archives Unlocked: Hold R button and press Left, hold L+R buttons and press Up, hold L+R buttons and press C-Down, hold R button and press Left, hold L+R buttons and press C-Right, hold L button and press Left, hold L+R buttons and press Right, hold L+R buttons and press C-Down, hold L button and press Up, hold R button and press C-Down.

Streets Unlocked: Hold L+R buttons and press C-Left, hold L button and press C-Right, hold L button and press Up, hold L+R buttons and press C-Down, hold R button and press C-Right, hold R button and press C-Down, hold R button and press Left, hold R button and press C-Down, hold R button and press C-Up, hold L button and press Down.

Depot Unlocked: Hold L button and press Down, hold L button and press Down, hold R button and press C-Down, hold L button and press C-Right, hold L+R buttons and press Right, hold R button and press C-Left, hold L button and press Down, hold L button and press C-Left, hold L button and press C-Right, hold L button and press Up.

Train Unlocked: Hold R button and press Left, hold R button and press C-Down, hold R button and press C-Right, hold L+R buttons and press Left, hold L button and press Right, hold R button and press C-Down, hold L button and press Left, hold L+R buttons and press C-Left, hold L button and press Up, hold L button and press C-Up.

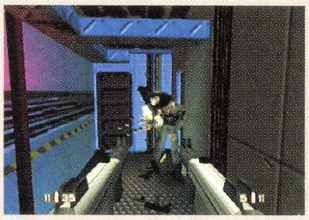
Jungle Unlocked: Hold R button and press C-Down, hold R button and press Left, hold L+R buttons and press Up, hold R button and press Right, hold R button and press Down, hold R button and press Down, hold R button and press Up, hold R button and press C-Left, hold R button and press C-Up, hold L+R buttons and press Left.

Control Center Unlocked: Hold L button and press C-Down, hold R button and press Down, hold L button and press Right, hold R button and press C-Right, Hold R button and press C-Down, hold R button and press Left, hold R button and press C-Up, hold R button and press Left, hold L+R buttons and press C-Up.

Caverns Unlocked: Hold L button and press Down, hold R button and press C-Down, hold L+R buttons and press Up, hold L button and press Right, hold R button and press C-Up, hold R button and press C-Left, hold R button and press Up, hold L button and press C-Left, hold L button and press Up, hold R button and press C-Left.

Cradle Unlocked: Hold L+R buttons and press C-Up, hold L button and press Left, hold R button and press Down, hold L button and press Down, hold L button and press C-Up, hold L button and press Down, hold R button and press C-Up, hold L button and press C-Left, hold R button and press Right.















Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the following for the last name. A confirmation signal will sound.

Weeble Wobble Player: WEEBLEMAN
Big Heads: BIGGHEDZ
Thin Players: TOOTHPICK
Invisible Players: INVISIBLEMAN
Tick-Bodied Players: THETICK
Tiny Players: LIDDLELEAGUE
Big Feet: BIGFOOT
Flat Team: STEAMROLLED
CPU vs. CPU Game: CPUVSCPU
Fireworks Show: Choose any of the teams on exhibition mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium and fireworks will appear behind home plate.
Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press Left, Left, Right, Right, Right, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser, and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you, and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.

20-Yard First Downs: FIRSTIS20
100-Yard Passes: PIGSKINSFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFISBLIND
Weird Scoring Rules: DRBENWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
All-Madden Team: TEAMMADDEN

EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Magical Tetris Challenge

Line Clear Graph: Here's a hidden feature that's not mentioned in the manual for Magical Tetris Challenge's Endless Tetris Mode. Begin a game in Endless Mode and press A+B simultaneously while playing.

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z+R+A at the same time.
Toad Highlands Tournament: Put in KPXWN9N3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.
Left-Handed Golfers: On the character select screen, hold the L button and choose a character.
First Camp Hyrule Cup: Enter oEQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW68906 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.
Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.
Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.
Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.
Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.
Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.
Quit Race and Win: Press Z+C-Down. *Note: This code doesn't work in time trials.*
Change Camera Angle: Hold Z and press Up, Down, Left or Right.
Change Camera Zoom: Hold Z and press L or R.
Turn Player into Computer Drone: Hold Z and press C-Left.
Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code, simply re-enter it.

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.
Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

Monster Truck Madness 64

Enter these passwords for the results shown below.
Low Rider Trucks: YRDR (All of your trucks have low rider wheels.)
Unlimited Missiles: Y_WNT_T (While playing a game, press Left to fire the missiles.)
Gut Noises: BRPS (While playing a game, press Up to hear various burping noises.)
Programmer Textures: JMPNG (This will change all the game's ground textures into black and white pictures of the game's programmers.)
Strange Mode: JMPR (You will see a change in the graphics.)

Mortal Kombat 4

Cheats Menu: From the main menu, access the options. In the options screen, highlight the "Continues 3" option. Then hold the Block+Run buttons at the same time for about 10 seconds, or until a secret menu appears. Once you see the secret "Cheats" menu, you will be able to turn on and off endings, fatalities and level fatalities!
Play as Goro: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up three times and Left once (highlighting Shinnok). Next, press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Goro!
Play as Noob Saibot: On the fighter select screen, highlight and select the "Hidden" button on the bottom of the screen. Move Up two times and Left once (highlighting Reiko). Then press Run+Block simultaneously. When you go to the first round of the fight, you will be playing as Noob Saibot!

Mortal Kombat Trilogy

Access Extra Option Screen: At the "Intro Story" screens, press Up, Right, Left, Down-C, and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the options for the hidden "Extra Option" menu.
Select Kombat Zone: At the player select screen, highlight Sonya and press Up+START. The screen will shake and you will notice the "Zone Select" at the top.
Play as Shao Kahn: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins, hold Down+A+B. Your fighter should morph when the fight begins.
Play as Motaro: After entering the "Zone Select" code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins, hold Left (on D-Pad)+Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins.
Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left (on D-Pad)+Block+
High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke.
Super Endurance Path: Press Down+START while highlighting Kano at the player select screen. The screen will shake. Then select the hardest path for Super Endurance.
Free Play: To access the Free Play Mode, go to the "Story" screen and quickly enter Up, Up, Right, Right, Left, Left, Down, Down. You'll hear a sound. If you lose, your credits will now be on Free Play!

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties, and the Nintendo Gamers.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).
Tournament Mode: 1-1-1 Down
Show Shot Percentage: 0-0-1 Down
Show Hotspot: 1-0-0 Down
No Hotspots (2p must agree): 2-0-1 Up
Big Head Mode: 2-0-0 Right
Team Uniform (2p must agree): 4-0-0 Right
Alternate Uniform: 4-3-0 Right
Midway Uniform: 4-0-1 Right
Home Uniform: 4-1-0 Right
Away Uniform: 4-2-0 Right
Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.
Hawks: HAWK/0322
Hornets: HORNET/1105
Bulls: BENNY/0503
Nuggets: ROCKY/0201
Rockets: TURBO/1111
Pacers: BOOMER/0604
Timberwolves: CRUNCH/0503
Nets: SLY/6765
Suns: GORILA/0314
Sonics: SASQUA/7785
Raptors: RAPTOR/1020
Jazz: BEAR/1228

New Tetris, The

Turbo Mode: Select Single Player Mode, enter 2FAST4U as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select Single Player Mode, enter AI2EZ4U? as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select Single Player Mode, enter HALUCI as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. *Note: The Nintendo 64 must be reset to quit this mode.*

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN (Brain)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmell)	Pin: 0322

Cheat Codes: At the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. *Note: More then one code may be activated per game.*
Infinite turbo: 5-1-4 Up.
Fast turbo running: 0-3-2 Left.
Power-up offense: 3-1-2 Up.
Power-up defense: 4-2-1 Up.
Power-up teammates: 2-3-3 Up.
Power-up blockers: 3-1-2 Left.
Super blitzing: 0-4-5 Up.
Super field goals: 1-2-3 Left.
No interceptions: 3-4-4 Up.
No random fumbles: 4-2-3 Down.
No first downs: 2-1-0 Up.
No punting: 1-5-1 Up.

War! What Is It Good For?

Army Men: Sarge's Heroes

All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTST
Mini Mode: DRVLLVSMM
Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRLVSVG
Level Passwords:
Spy Blue: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN

Battle Tanx

Enter these codes on the "Input Code" screen.
Invulnerability: MSTSRVV
Invisibility: CRSTLCLR
Plague of Frogs: FRGZ
Queen Lords Replaced By Toads: TDZ
Super Weapons: Select that power-up and press A and B simultaneously. A special weapon effect will occur that varies from weapon to weapon.

Battle Tanx: Global Assault

Enter these codes at the "Input Code" screen.
Level Select: 80DYS
Invincibility: HPPYHPPY
All Weapons: RCKTSRDGLR
Brandon Gang: NNKNHCKS
Custom 1 Gang: TRDDYBRRKS (This gives you the M2 Hydra tank in the multiplayer game.)
Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRFTMQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!

Car Crazy

Beetle Adventure Racing

Hidden Cheat Menu: Go to One Player Mode and select "Championship Race" on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

F-1 World Grand Prix

Gold and Silver Drivers: After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Silver Driver: Chrome
Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)
Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.
Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L button, Z, Z.

Allow stepping out of bounds: 2-1-1 Left.
Fast passes: 2-5-0 Left.
Turn off stadium: 5-0-0 Left.
Late hits: 0-1-0 Up.
Show field goal %: 0-0-1 Down.
Show punt hang meter: 0-0-1 Right.
Use team plays: 1-0-0 Up.
Hide receiver name: 1-0-2 Right.
Invisible: 4-3-3 Up.
Big football : 0-5-0 Right.
Big head: 2-0-0 Right.
Huge head: 0-4-0 Up.
No head: 3-2-1 Left.
Headless team: 1-2-3 Right.
Team tiny players: 3-1-0 Right.
Team big heads: 2-0-3 Right.
No play selection (Teams Must Agree): 1-1-5 Left.
Show more field (Teams Must Agree): 0-2-1 Right.
No CPU assistance (Teams Must Agree): 0-1-2 Down.
Power-up speed (Teams Must Agree): 4-0-4 Left.
Hyper blitz (Teams Must Agree): 5-5-5 Up.
Smart CPU opponent: 3-1-4 Down.
Tournament mode (2P Game): 1-1-1 Down.
Always quarterback (Requires two human teammates): 2-2-2 Left.
Always receiver (Requires two human teammates): 2-2-2 Right.
Old day stadium: 5-0-1 Up.
Day stadium: 5-0-1 Down.
City stadium: 5-0-1 Left.
Old night stadium: 5-0-2 Up.
Night stadium: 5-0-2 Down.
Future stadium: 5-0-2 Left.
Old snow stadium: 5-0-3 Up.
Snow stadium: 5-0-3 Down.
Roman stadium: 5-0-3 Left.
Grass field: 3-0-0 Up.
Asphalt field: 3-0-1 Up.
Dirt field: 3-0-2 Up.
Astroturf field: 3-0-3 Up.
Snow field: 3-0-4 Up.
Fog on: 0-3-0 Down.
Thick fog on: 0-4-1 Down.
Snowy weather: 5-2-5 Down.
Rainy weather: 5-5-5 Right.
Night game: 0-2-2 Right .

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.
Rugby Mode: RGBY
More Injuries: HSPTL
Big Football: BCHBLL
Flubber Ball: FLBBR
More Fumbles: BTTRFNGRS
Large Coin at Toss: BGMNY
Players on Fire: HSNFR

Paperboy

From the main menu screen, go to the options. On the options screen, go to "Secret Codes." Now enter any one of the codes shown below for various results.
Faster Movement: RUSH
Obstacles Scream When Hit: SCREAM
Newspapers Are Huge: SUNDAY
Unlimited Newspapers: NOBUNDLE
See Every Headline: HEADLINE
Paperboy Can't Get Hit: INVINC
Choose Your Level: MAXSUBS
Super Jump Springs: ALLJUMP
High Jump: MOON
Tiny Paperboy/Papergirl: LITTLE

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS
Low Gravity in Multiplayer: S3TLoWGR V1TY ????
Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F6o? VQCH ?BHF DQQL as password.
Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission o."

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.
Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.



Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.
Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)
Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)
Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)
Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)
New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for $500 instead of $1,000 by pressing Right instead of Left.

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.
Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L button, R button, R button, L button, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen. From here you can choose to begin a new game or load a saved one. You are now invulnerable from all attacks!
Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L button, R button, L button, R button, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. From here you can choose to begin a new game or load a saved one. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Revolt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

Ridge Racer 64

Reverse Track and Hidden Caddy Car: Choose Grand Prix from the main menu. Using a fast car on the first course of the Grand Prix race, wait for the countdown, then turn all the way around and drive into the wall. Keep hitting it until you eventually drive through the wall. Now you will be racing the track backwards! Finish this race in first place and you will be rewarded with the Caddy Car.

Roadsters

Enter any of these passwords as the driver's name on the driver select screen to active the trick. Make sure you keep the upper and lower case letters intact as well as the spaces to make the code work. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name.
Race Circuits Backwards: Anyway (This allows players to race the circuits backwards without winning the second and first division championships.)
All Cars, Divisions, and Circuits: Gimme ALL (This gives you access to all the cars from any division and circuits.)
Quick Cash: fastBUCKS (This will give you $250,000 instead of $40,000 after you begin the Roadsters Trophy.)
Quick Cash 2: EasyMoney (This will give you $1,000,000 instead of $40,000 after you begin the Roadsters Trophy.)
Division Wins: _Trophies (This gives you second and third division championship wins after you begin the Roadsters Trophy. Now you can race in any division! *Note: There is a space before the T.)*
Squeeky Voices: Smurfing
Huge Wheels: BigWheels
Star Wars Vehicles: Skywalker (The cars will look like "Star Wars" styled hover vehicles.)
RC Cars: Car Radio (The cars will become small, like radio controlled cars. There are no drivers and the action will be seen from the angles of the replay camera.)
Bird's Eye View: Chopper (This will give you a top-down view of the action as if filmed from a helicopter.)
Resolution: Extra rez (This will give you the option of changing the resolution in the "Options" menu. *Note: This only works if a*

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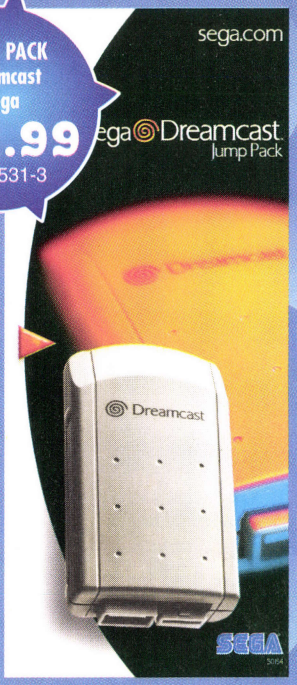
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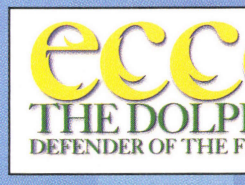
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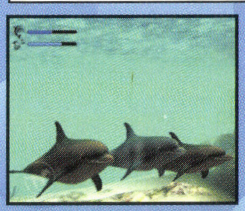
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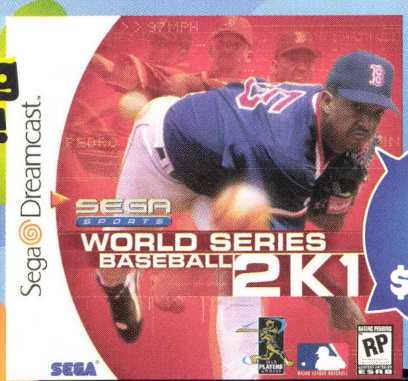


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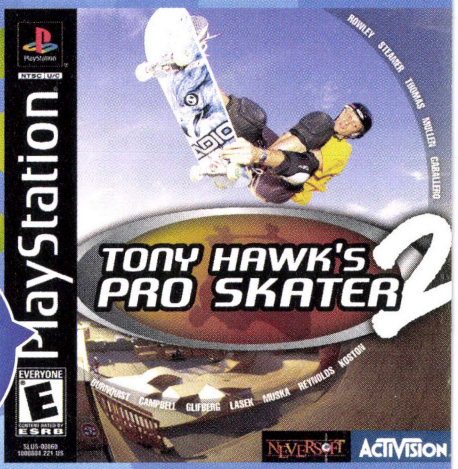
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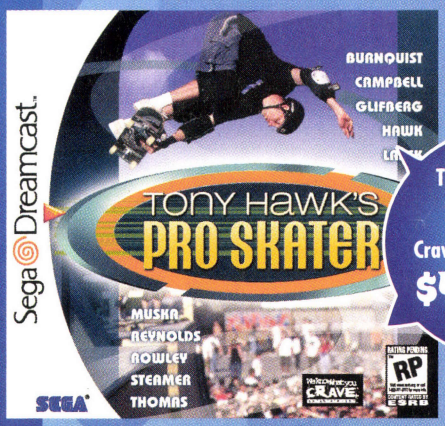


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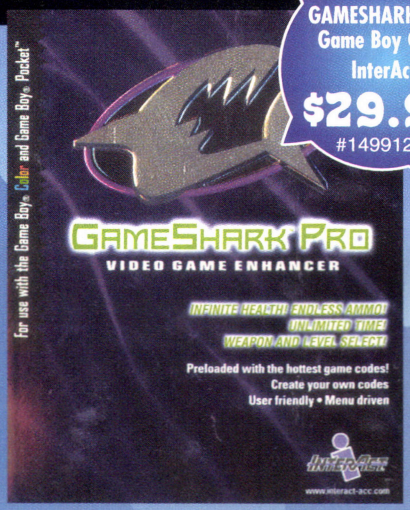
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RAM Expansion Pak has been installed.)
Cheats Off: CheatsOff (This turns off all of the active cheat codes.)

Rush 2: Extreme Racing USA

Tag Mode: Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's half of the screen. The player who is not "It" becomes "It" when his car is hit by the other player, or is destroyed. A time will keep track of how long the current player has been "It."
At the Setup screen, hold L+R+Z. While holding these, press all four C-buttons. A cheat menu will appear where you can access the tricks below.
Mass: Highlight "Mass" and hold L+R and press Up-C, Down-C, Left-C, Right-C.
Killer Rats: Highlight "Killer Rats" and hold L+R and press Z, Z, Z, Z.
New York Cabs: Highlight "New York Cabs" and press R, L, Z, Up-C, Down-C, Up-C.
Resurrect in Place: Highlight "Resurrect in Place" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.
Frame Scale: Highlight "Frame Scale" and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.
Tire Scaling: Highlight "Tire Scaling" and hold Z+Left-C, and press Right-C. Then hold Z+
Right-C, and press Left-C.
Auto-Abort: Highlight "Auto-Abort" and quickly press Up-C four times.
Game Timer: Highlight "Game Timer" and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.
All Cheats: Highlight any cheat option and press L+R+Z+C-Up+C-Down+C-Left+C-Right repeatedly until each cheat becomes selectable.

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.
Crystal Cup: LGSSSX
Diamond Cup: CRKKYY
Zenith Cup: DZPKKK
Master Mode: PXPRTS
Scorpion Car: SDSSRT
Cobra Car: TRTTLL
Cheetah Car: NRNNRR
Panther Car: YMSTTR
All Cars and Tracks: WLLVDD
Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode, and Edit Vehicle Stats!
Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R+Z again to de-activate the auto pilot and get back full control of your racer.
All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L+R. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.
Insult the Favorite: Press and hold the Z button before starting a race.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.
Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L button. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down.
Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.
All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Top Gear Rally

These first two codes must be done while in a race.
PlayStation Mode: B, L, R, U, L, Z, R.
Rainbow Mode: C Down, Z, B, U, U, R.
Car Color Changes: Before you select your car, hold down the L and R Shoulder buttons, press all four C buttons, and press either Up or Down. After you do that, hold the L and R shoulder buttons and press either Up or Down, then press any C button.
Mirror Car: After you finish the fifth year (and all six of the seasons), click on the lower C button at the car selection screen.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.





Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!
Three Outs: Hold L+R+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.
Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPEM
Tiny Mode: PIPSQUEAK
Pen and Ink Mode: IGOTABFA
Gouraud Mode: WHATSATEXTUREMAP
Juan's Cheat: HEEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOUT
Frooty Stripe Characters: FROOTSTRIPE
Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.
Co-op Single Player Levels: *Note: Must have "Unlock All Cheats" opened for the desired level.*
Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L+R, C-Left, C-Right, L+R, START. Now on the main menu screen, hold Z and press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!

WCW/nWo Revenge

Nitro Arena Trick: When fighting in the entrance way, throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.
Playable Managers: Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth Controllers and you will take control of the managers.
Play as THQ Man: Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.
Steal Opponent's Taunt: Rotate the Analog Stick counter-clockwise. For example, if do this when you're playing Goldberg against Disco Inferno, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down, and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open ALL Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up, and press START. This will give you access to all the characters, including the bosses!
Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L button and press START. You will hear a gunshot if entered correctly.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.
Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.
Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.
Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.
Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.
Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.
Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.

PlayStation

GameShark Codes

Expendable

Inf. Health P1	800A63960063
Inf. Continues P1	800A06180005
Inf. Lives P1	800A63640063
Max Score P1	800A63446E7F
	800A63460651
Stop All Timers	800A0834012B
Rapid Fire P1	800A63840000
All Passcards	800B6B840101
	800B6B820100
	800B6B860001
Infinite Ammo P1	500012020000
	800A63C803E7
	800A63BE03E7
Laser Site P1	800A63F80001
Have Orbs P1	800A63520003
Infinite Health P2	800A69EE0063
Infinite Lives P2	00A69BC00063
Infinite Ammo P2	500012020000
	800A6A2003E7
	800A6A1603E7
Inf. Grenades P2	800A6AD00063
Rapid Fire P2	800A69DC0000
Have Orbs P2	800A69AA0003
Laser Site P2	00A65A500001
Have All Keys	800B6BAC0500

Family Game Pack

Max Score (Cash)	801C3894FFFF
	801C38963400
Max Credits (Slots)	801C387CE0FF
Credits (Slots)	801C387E05F5
Jackpot (Slots)	801C3898FFFF

Front Mission 3

Shunyo Max HP: Body	
	801E4FD203E9
	801E4FD401DD
Shunyo Max HP: L. Arm	
	801E503203E9
	801E50340246
Shunyo Max HP: R. Arm	
	801E506203E9
	801E50640246
Shunyo Max HP: Leg	
	801E500203E9
	801E50040207
Shunyo Max HP: Body	
	801E523E03E9
	801E524001DD
Shunyo Max HP: L. Arm	
	801E529E03E9
	801E52A00246
Shunyo Max HP: R. Arm	
	801E52CE03E9
	801E52Do0246
Shunyo Max HP: Leg	
	801E526E03E9
	801E52700207
Zenislev Max HP: Body	
	8011A01603E9
	8011A01803E9
Zenislev Max HP: L. Arm	
	8011A01603E9
	8011A07803E9
Zenislev Max HP: R. Arm	
	8011A0A603E9
	8011A0A803E9
Zenislev Max HP: Leg	
	8011A04603E9
	8011A04803E9
Kyojun Max HP: Body	
	8011A4EE03E9
	8011A4F003E9
Kyojun Max HP: L. Arm	
	8011A54E03E9
	8011A55003E9

Continued on Page 37

3Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOUYEUR
Unlock All Freestyle Tracks: TRIXXY
Unlock All Alien Characters: ASTROMEN
Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
Unlock Bink the Alien Skateboarder: BINK
Unlock Red the Car: REDCAR
Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)
Unlock Nyub the Alien Rollerblader: NYUB
Unlock White the Car: WHITECAR
Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
Unlock Geep the Alien Biker: GEEP
Unlock Blue the Car: BLUECAR

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house).
All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).
All 10 Moons: Up, L2, Left, R2, Left.
All 50 ZZZs: Right, L1, Up, R1, L1.
All 40 Cogs: Down, R2, L1, Up, R2.
Big Head: L1, Up, Right, L2, Up.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!
Extra Car Options: Just begin a race and press START to pause. Select the option, "Race Statistics," and then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. You can return to the regular camera view by pausing and unpausing the game one more time.
Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).
All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle
Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square
Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that cheat).
Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.
Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.
99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.
Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Auto Destruct

During a mission, go to the Cheat Menu by pausing the game pressing Up, Down, Left, Right, Down, Right, L1, R1, R1. After you do that, enter one of the following codes.

Extra Nitros: L1, Circle, Down, L1, Up, Square, Circle, R1. Then, press the "Nitros" option to get one more Nitro each press.
Extra Money: L1, R1, Up, Circle, Down, Square, Right, R1, L1.
Add Minute to Time: Down, L1, L1, Circle, Circle, R1, Up, Square, L1. Then, press the "Add Minute" option to get an extra minute.
Invincibility: L1, L1, L1, L1, Left, Circle, Circle, Square, L1.
Infinite Fuel: L1, Circle, Left, L1, Circle, R1, L1, Up, R1, Down.
Car Tuneup Menu: L1, R1, L1, Up, Down, Circle, Down, Right, Left, Square, R1. Then, press the "Car Tuneup" option on to modify your car.
New York Time Trial: L1, Right, Down, Left, Up, R1.
Subway Time Trial: At the main menu screen, press L1, Left, L1, R1, Right, R1. Now access the "Time Trials" option and a new "Subway" option.
Debug Mode: In the middle of the game, press START to pause. Now press Up, Right, Left, Down, Circle, L1, R1, R1, L1, Circle, Down, Left, Right, Up. You'll hear a sound and the words "Debug Configuration" will appear underneath the "Quit Game" option. Access this option to receive All Weapons, toggles for Debug Text, Speech Text, and Collisions!

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!
Lake: Lunker Lake.
Pressure: None.
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).
Weather Yesterday: Cloudy/Sunny.
Weather Today: Cloudy/Sunny.
Wind Direction: East.
Wind Speed: 0.0 to 1.0.
Water Temp: 60° - 70°.
Water Quality: Clear.
Start Time: 6:00 - 8:00 or 15:30 - 17:30.
Time Elapsed: None.
Best Lures: Spinnerbait and Popper.
Hint: Fish like to hide in and around vegetation.

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.







Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the
same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Cool Boarders 4

To access these cheates, go to the name entry screen and put in the following pass-codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. (Any mode except Adventure.)

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. (Any mode except Adventure.)

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. (Any mode except Adventure).

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS.," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Darklight Conflict

Last Level Code: On the main menu screen, highlight and select the "Password" option. Now enter DLXGXKDJH. Once you choose "End," you'll go to the last level.

DarkStalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Female (Marionette) Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Image Talbain: Highlight Gallon, hold SELECT, then press all three Punch or Kick buttons.

Play as Oboro (Shin Bishamon): Highlight Bishamon, hold SELECT, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSrPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes.

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, R1, Left.

Big Head Duke: R1, R1, R1, R1, R1, R1 R1, R1, R1, Up.

Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R.

Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.

All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, SELECT.

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

ESPN: Extreme Games

Just go to the "Password" screen by going into the "Sign-in" at the main menu and choosing "Continue Season."

Last Race: 254, 071, 216, 094, 085, 085, 177, 113, 104.

Money: 229, 013, 066, 016, 000, 000, 000, 000, 031.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.

999 Ammunition: L1, Triangle, Up, Down,

GameShark Codes

Continued from Page 36

Kyojun Max HP: R. Arm
8011A57E03E9
8011A58003E9

Kyojun Max HP: Leg
8011A51E03E9
8011A52003E9

Drake Max HP: Body
8011A28203E9
8011A28403E9

Drake Max HP: L. Arm
8011A2E203E9
8011A2E403E9

Drake Max HP: R. Arm
8011A31203E9
8011A31403E9

Drake Max HP: Leg 8011A2B203E9
8011A2B403E9

JoJo's Bizarre Adventure

Inf. HP (Story Mode) D30B27E02801
800B27E06405

Max Heart Score (Story Mode)
D3066CC20001
80066CC2000A

Infinite Fight Health (Story Mode)
D30CDEBA0001
800CDEBA0090

Infinite Super Combos (Story Mode)
D00D08A20001
800D08A20003

Easy Fights (Story Mode)
D00CE24A0090
800CE24A0000

NHL Rock the Rink

Red Team Scores 0
8009009C0000

Blue Team Scores 0
800900E80000

Red Team Starts W/5 Goals
D009009C0000
8009009C0005

Blue Team Starts W/5 Goals
D00900E80000
800900E80005

Ready 2 Rumble Boxing

P1 Infinite Health 80095BD80064
P2 Infinite Health 800963F40064
P1 Infinite Stamina 80095BDC0064
P2 Infinite Stamina 800963F80064
P1 Have RUMBLE 80095BE40030
P2 Have RUMBLE 800964000030
P1 Infinite RUMBLE 80095BE80235
Infinite Round Time 8002CD122400
Inf. Continue Time 80044E7A2400
Infinite Continues 80033D4A2400
Add Continue Instead of Losing
80033D400001
Max Cash 80097AD8FFFF
80097ADA00FF
All-Class Champ/Unlocked
5000114C0000
80097ADE0003
Everyone-Rank Champ
5000114C0000
80097AE00000

Saga Frontier 2

All Battle Roles 800103B8FFFF
800103BAFFFF
Credits Increase When Buying
800180340E38
One Hit Kill 801F71500001
801F73400001
801F75300001

Continued on Page 40

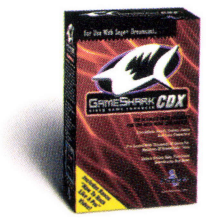
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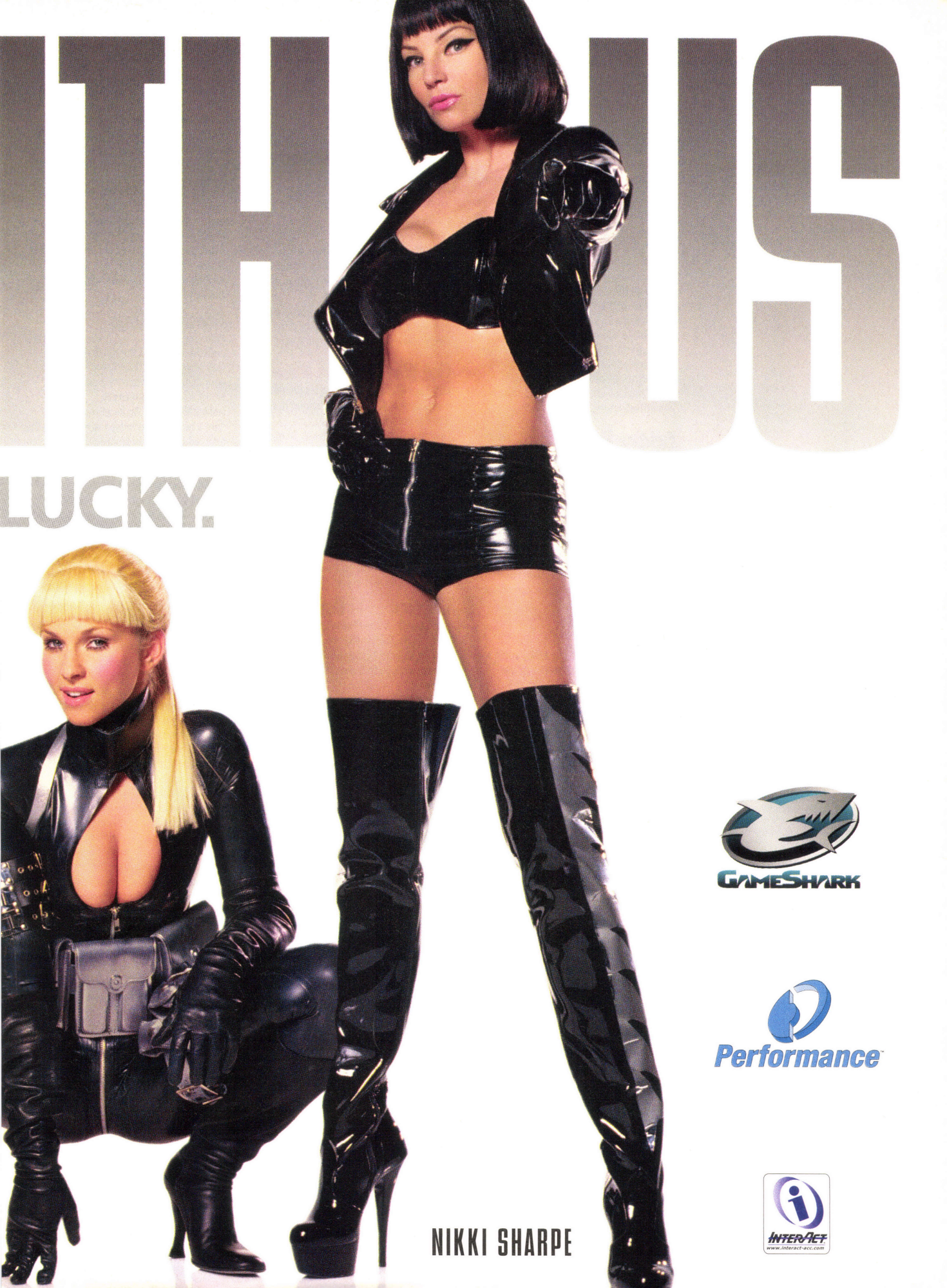
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GINA SAVAGE

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LUCKY.
GAMESHARK
Performance
INTERACT
www.interact-acc.com
NIKKI SHARPE

GameShark Codes

Continued from Page 37

Infinite Crowns	800107F8FFFF
	800107FAFFFF
	80010638FFFF
	8001063AFFFF
Infinite Chips	800103D4FFFF
	800103D8FFFF
	80098178FFFF
Infinite Amount of Items in Inventory	
	3001009C00FF
	3001009E00FF
	300100A000FF
	300100A200FF
	300100A400FF
	300100A600FF
	300100A800FF
	300100AA00FF
	300100AC00FF
	300100AE00FF
	300100B000FF
	300100B200FF
	300100B400FF
	300100B600FF
Full LP for Main Character	
	801F699803E7
Press L1+R1 All Handms/Pilot	
	D00B22B4000C
	800B22B4000A

Samuri Shodown: Warriors Rage

Stop Timer	8007E394003B
Infinite Health P1	800DD2580100
No Health P1	800DD2580000
Infinite Health P2	800DD2900100
No Health P2	800DD2900000
Max Rage Gauge P1	800DD2640080
No Rage Gauge P1	800DD2640000
Max Rage Gauge P2	800DD29C0080
No Rage Gauge P2	800DD29C0000
Sudden Death Mode	D007E394000A
	800DD2580000
	D007E394000A
	800DD2900000
Press Up to Fly	D40DDD2A1000
	800DDD2A0001

Star Wars: Jedi Power Battles

Plo Koon	50000A010000
	300B26750001
Qui-Gon Jinn	50000A010000
	300B26190001
Darth Maul	50000A010000
	300B26940001
Mace Windu	50000A010000
	300B26370001
Obi-Wan Kenobi	50000A010000
	300B25F90001
Infinite Jedi Jumps	D409D0940020
	I8009D0940004
Press L1+R1 All Handms/Pilot	
	D00B22B4000C
	800B22B4000A

WWF SmackDown!

Inf. Creation Points	D00ED41A0001
	800ED41A0032
All Characteristics	80090700FFFF
	80090702FFFF
	80090704FFFF
	80090706FFFF
	80090708FFFF

Continued on Page 41

Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.
One-Hit Kills with Firearms: L1, Triangle, Up. Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Fighting Force 2

Level Select, Unlimited Ammo, and Invincibility: When you see the title screen with "Press Start" flashing, press and simultaneously hold L1+L2+R1+Triangle+X+Left. Keep holding until you see the level select screen appear. From here you may choose your starting level. When playing, you will notice that you have unlimited ammunition and that attacks won't decrease your energy. The only thing that can hurt you is fire.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.
All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!
Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!
Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates, and 99 lives!

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.
No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.
Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.
TowJam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.
Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.
Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.
Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.
Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

Invasion from Beyond

Level Select: At the "Press Start" screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square, Square, Circle, X, Triangle. Go to the main menu screen to select any level in the game.
All Ships, Weapons and Upgrades: At the "Press Start" screen, enter L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up.

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Jet Moto 2

Race as Enigma: Go into the options and set the "Difficulty" to Master and the "Laps" to 6. Go back to the screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1 (this must be done quickly). Enigma will now be available from the select rider screen.

Killer Loop

On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.
Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left.
Class 2 Sinus Tripod: Down, Left, Up, Left, Down, Left, Up, Right.
Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right.
Class 3 Reac Tripod: Down, Right, Up, Left, Down, Left, Up, Left.
Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (note: This also opens up Killer Loop Mode).
Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right.
Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right.
Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left.
Class 4 Reac Tripod: Down, Right, Up, Left, Down, Right, Up, Right.
All Tracks: Up, Left, Down, Left, Up, Left, Down, Right.

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.
Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

Lode Runner

Level Warp: In the middle of play, hold L2 or R2 and press one of the following buttons to warp to a different level.
Circle = Forward one level.
Square = Back one level.
Triangle = Forward 15 levels.
X = Back 15 levels.
Extra Lives: On your last life, press SELECT and go to Restart. When the level reappears, you will begin it with five lives.
See the Cinemas: On the main menu, move down to options. With options highlighted, take Controller two and use the key shown below to combine buttons for different level cinemas: [R2=1, L2=2, R1=4, L1=8]. While holding the combination of buttons, press X to access that cinema. If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.
Faster Gameplay: Choose The Legend Returns from the main menu screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button. The game will now be playing faster than before.

LUNAR: Silver Star Story Complete

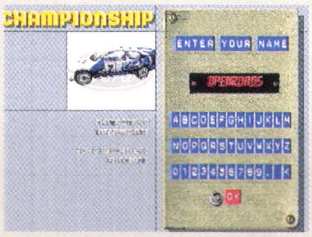
Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options, and more!

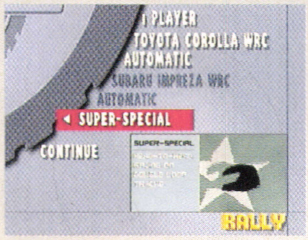
Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.
20 Yard First downs: FIRSTIS20

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.







Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.
Captain Dye Mode: Go to the Enigma machine before starting a new game, then enter CAPTAINDYE. Your health will be consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!
Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups."
American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).
Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.
From the options, choose "Password" and enter any of these codes into the Enigma Machine.
Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG
From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)
Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN
Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES
Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*
Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACERON
Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Micro Machines V3

To access these codes, start a game normally and then pause it. From there type in the codes below. You'll hear a beep if the code works. To disable any code, just re-enter it.
Any Object: Down, Down, Up, Up, Right, Right, Left, Left. (This code cannot be turned off.)
Behind Car View: Left, Right, Square, Circle, Left, Right, Square, Circle.
Big Bounces: Square, Right, Right, Down, Up, Down, Left, Down, Down.
Double Speed: Square, X, Circle, Square, Triangle, X, X, X, X
Slow CPU Cars: Circle, Triangle, Square, X, Circle, Triangle, Square, X.
Enter these codes at the "Name Entry" screen.
Get Three Lives: 3LIVES:
Unknown Effect: CONFETTI
Nine Lives: CATLIVES (Works in One-player Mode.)
All Tracks: GIMMEALL (Works in Multiplayer Mode.)
Tanks Can't Shoot: NOTANKS
All Tanks: TANKS4ME (Tanks can be used on all tracks except those with water.)
Slippery Roads: WINTERY

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.
Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: TTOPFSECRETT

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.
Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rulers, rogues and huntsmen.
See Ending: To see the ending without beating the game, at the title/main menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Mortal Kombat 4

Hidden Cheat Menu: From the main menu, choose "Arcade" and "1-on-1 Kombat." Begin a game with two players. Have both player one and two choose any character. At the "Versus" screen, enter this Kombat Kode: 302-213. After you begin your match, press START to pause and choose "Quit." Back at the main menu, go into the options screen. Now highlight the "Vs. Screen Enabled" option and hold Block+Run simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities, and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her," and then press Down+High Punch at the same time.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

GameShark Codes

Continued from Page 40

	8009070AFFFF
	8009070CFFFF
	8009070EFFFF
	80090710FFFF
	80090712FFFF
	80090714FFFF
Enable All Heads	80090F7CFFFF
Enable All Tops	80090F90FFFF
	80090F92FFFF
Enable All Bottoms	80090FA6FFFF
	80090FA4FFFF
P1 Start W/5 Specials	8007AC5E0005
P2 Start W/5 Specials	8007AC760005
P3 Start W/5 Specials	8007AC8E0005
P4 Start W/5 Specials	8007ACA60005

NBA Live 2000

From "Game Setup," press Circle button for the Quick menu. Scroll down to the player icon, press Right on the D-pad and select the "Create Player" icon by pressing the X button. Now you are at the "Create Player" screen. Enter the first part of the code in the "First Name" entry field. Press the X button to accept the name. Then, enter the second part of the code in the "Last Name" entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the "Unlock Legends" screen by pressing START to return to "Game Setup. Then, press Circle to bring up the Quick menu. Scroll down to the "Star" icon and press the X button. This will open the "Unlock Legends" screen. To activate a Legend, highlight his name in this screen and hit the X button. He will appear in the "Free Agents Pool, where you can sign him to any empty team slots. Note: *The first name and last name parts of the code go into separate fields. First names are separated from last names below with the slash. Example: First name/Last name.*

1. '50s Legends Starting Lineup...
Bob Pettit ('50s): Crash/Boards
Dolph Schayes ('50s): Set/Shot
Paul Arizin ('50s): Pitchin'/Philli
Bill Sharman ('50s): Charity/Stripe
Bob Cousy ('50s): B-Balls/Cooz

2. Five Knicks Legends...
Walt Frazier ('70s): Cool/Clyde
Harry Gallatin ('50s): Iron/Horse
Willis Reed ('60s): Soft/Touch
Earl Monroe ('70s): Magic/Pearl
Richard Guerin ('50s): Play/Maker

3. Five Historical Forwards...
George Yardley ('50s): Yard/Bird
Jerry Lucas ('60s): Lucas/Layup
Billy Cunningham ('70s): Leaping/Kangaroo
Cliff Hagen ('50s): Hook/Shot
Rick Barry ('70s): Foul/Shot

4. Five Dunking Legends...
Shawn Kemp ('90s): Power/Dunker
Julius Erving ('80s): Doctor's/In
Dominique Wilkins ('80s): High/Light
Moses Malone ('80s): Free/Throws
Grant Hill ('90s): Class/Act

5. Five Dream Team Legends...
Karl Malone ('90s): Mailman/Delivers
Charles Barkley ('80s): Mound of/Rebound
John Stockton ('90s): Jazz/Man
Reggie Miller ('90s): Outside/Threat
Lenny Wilkins ('60s): Player/Coach

6. Five Assisting Legends...
Oscar Robertson ('60s): Bucks/Big O
Dave Bing ('70s): The/Duke
Isiah Thomas ('80s): Bad Boy/Zeke
Nate Archibald ('70s): Big/Tiny
Pete Maravich ('70s): Passing/Pistol

7. Five Celtic Legends...
Larry Bird ('80s): Celtics/Pride
Robert Parish ('80s): Celtic/Chief
Dave Cowens ('70s): Red/Head
Tommy Heinsohn ('60s): Flat/Shot
Sam Jones ('60s): Bank/Shot

8. Five Scoring Guards...
Larry Costello ('50s): Cross/Over
Hal Greer ('60s): Jump/Shot
Mitch Richmond ('90s): Live/Coverman
George Gervin ('80s): Chilled/Iceman
Gary Payton ('90s): Human/Glove

9. Five Legendary Centers...
Bill Russell ('60s): All/Defensive
Bob Lanier ('70s): Big/Foot
Bill Walton ('70s): Shot/Blocker
David Robinson ('90s): Spurs/Admiral
Patrick Ewing ('90s): Player/President

10. Five Laker Legends...
Jerry West ('60s): The Mr./Clutch
Earvin Johnson ('80s): Magical/Guard
James Worthy ('80s): Big/Game
Shaqulle O'Neal ('90s): Little/Warrior
Elgin Baylor ('60s): Offensive/Force

11. Five NBA Champions...
Wilt Chamberlain ('60s): Big/Goliath
John Havlicek ('70s): John/Hondo
Kevin McHale ('80s): Sixth/Man
Scottie Pippen ('90s): Complete/Game
Andrew Phillip ('50s): Whiz/Kid

12. Millenium Michael and Friends...
Michael Jordan ('90s): Come Fly/With Me
Carlo Braun ('50s): Hard/Wood
Walt Bellamy ('60s): No/Comment
Wes Unseld ('70s): Glass/Cleaner
Hakeem Olajuwon ('80s): The Dream/Machine

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1. RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. BAYARD	6. WEBLEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEC
17. LADNAR	18. ARDNUH
19. REBNIC	20. NILRAM
21. DRAYAB	22. YELBEW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVAS	28. TEMLAV
29. RESUAM	30. REBMIK
31. YELSIB	32. CENAEM

Need for Speed III

From the "Game Setup" menu, highlight and access the options. Move down to "User Name" and enter the following passwords.

All Regular Cars and Tracks: SPOILT
Open the Jaguar XJR-15 Bonus Car: 1JAGX
Open the Mercedes-Benz CLK GTR: AMGMRC

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

ALEC:	1197
ALIEN:	1111
AOB:	1111
AUBREY	7777
AZPOD	4777
BOXER	2111
BRAIN (Brain)	1111
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIEL (Dan Thompson)	0604
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN (Dan Forden)	1111
FRANZ	1010
GENTIL (Jim Gentile)	1111
GRINCH	0222
GUIDO	2222
GUMBY	8698
JAPPLE (Jeff Johnson)	6660
JASON (Jason Skiles)	3141
JEFF	1111
JENIFR (Jennifer Hedrick)	3333
JOVE	6644
LEX	7777
LT	7777
LUIS (Luis Mangubat)	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN (Raiden from Mortal Kombat)	3691
RALPH	1111
RANDU	6666
ROOT (John Root)	6000
SAD	1111
SHINOK (Shinnok from Mortal Kombat)	8337
SHRUNK	6666
SKULL (Skull)	1111
SMILE (Smiley Face)	1111
THUG	1111
TREX	1111
TURMEL (Mark Turmell)	0322
WHODAT	1844

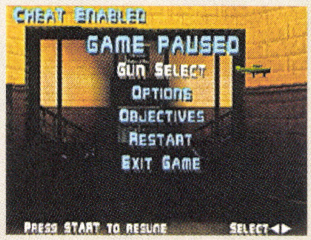
Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	2-1-1 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Muddy field	5-2-5 Down
Wet field	5-5-5 Right

Die Hard Trilogy 2: Viva Las Vegas

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.
Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.





NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corre-

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sponding cheat function.
Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All the Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.
Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.
Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.
Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

R/C Stunt Copter

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire, or Ada), and you'll get to play as Chris Redfield!

R-Type Delta

To maximize your weapons during any time of the game, press START to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.
All Force Power: Left, Right, Up, Down, Right, Left, Up, Down, Triangle.
Red Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Square.
Blue Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, X.
Yellow Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Circle.
Level Select: Use the bombs more than 10,000 times.
9 Credits: Gain more than three hours of gameplay.
Free Play Mode: Gain more than six hours of gameplay.
Power Armor: Beat the game in "Human" or higher difficulty setting, or by playing the game more than 100 times.

R-Types

Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2, R2, R2, R2. Begin gameplay and press START to access the "Stage Select" and FMV sequences within the menu options. Choose your stage and then press X to begin.
Speed Up Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.
Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level.
Invulnerable: Press L1+R1 at same time, then press Up, Down, Left, Right.
Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.
Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.
Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

S.C.A.R.S.

Cups, Cars, and Modes: On the title screen, press START. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose settings. Now move down and highlight the "Password" option and enter one of the following codes.
GLASSX: Activates the Crystal Cup.
ROCKYY: Activates the Diamond Cup.
ZDPEAK: Activates the Zenith Cup.
XPERTS: Activates the Challenge Mode.
DESERT: Activates the Scorpion Car.
RATTLE: Activates the Cobra Car.
RUNNER: Activates the Cheetah Car.
MYSTER: Activates the Panther Car.
ALLVID: Activates the Codes .

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.
New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Arcade Translations

Area 51

Play as Krohn Hunter: Begin a game and shoot the first three members of the S.T.A.A.R. squad (the second will be running across the screen and is the most difficult of the three). If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of an alien!

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT, and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!

Pocket Fighter

Play as Akuma and Dan: These characters are very simple to get, but just in case you haven't found them yet, go to the player select screen and move Left of Ryu to find Akuma and move Right of Ken to find Dan.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Smurfs, The

Level Select: Begin a New Game from the main menu, and, when asked to chooose what type of game, press up to see, "It's No Picnic." Now press the X button and wait for the cinema to complete. Once you see "Start of the Adventure," press L1, Up, Up, Down, Up, Left, Left, Up. R2. You will hear a harp sound and your icon will now be all the over to the last level. Now you can start at any level in-between the beginning and the end!

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.
All Cheats Unlocked: ZBOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)
Unlock Characters in Head to Head Mode:
MSLAPUPMEAL: Unlocks Starvin Marvin.
SRAFT: Unlocks Terrance.
PPHAERT: Unlocks Phillip.
VDOROTHYSFRIEND: Unlocks Mr. Garrison.
ACHEATINGSBAD: Unlocks Mr. Mackey.
YLOVEMACHINE: Unlocks Chef.
BCHECKATACO: Unlocks Wendy.
EFISHNCHIPS: Unlocks Pip.
HKICKME: Unlocks Ike.
KALLWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephisto.
QSTARINGFROG: Unlocks Jimbo.

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.







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Not So Nice Heroes

Akuji: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level!
Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Rampage: Universal Tour

Master Code: Enter BVGGY on the password screen. Once entered, go into the options screen and a new option will be available, called Cheats. Select your starting level, damage amount, number of lives and more!

JHAWKING: Unlocks Ned.
GOUTRANGE: Unlocks Big Gay Al.
DELVISLIVES: Unlocks Officer Barbrady.
TMAJESTIC: Unlocks the Alien.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

Sports Car GT

Enter these codes at the "Press Start" screen.
Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.
All Cars: Up, Right, Left, Right, Down, Up, L1, R2.
All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.
Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.
View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Supercross 2000

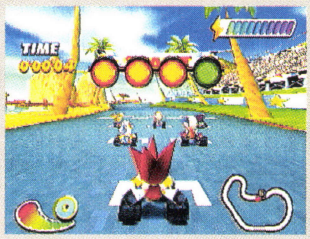
From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.
The Bikes Never Crash: NoCR4SH
Giants on Mini-Bikes: G14NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: MooN
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVTo
Add Hop Button: HoP
Extra Camera Modes: MoR3C4MS
Just the Bikes: NoR1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: LoCKM3
No More Off Track: NooFFTR4CK
No More Getting Reset: K1PP1NGoK
Bigger Dirt Spray: B1GSPR4Y

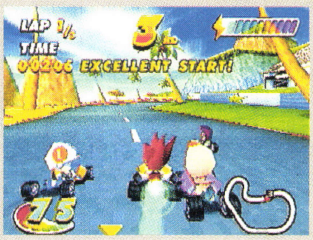
Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.
All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). *Note: Only the weapons normally available during the current level will become selectable.*
Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the fist level, the screen will say, "Hard Difficulty" under the area name.
Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say, "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code.
When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.





Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.
Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle +Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Mode. Now you can choose any starting level in the game!
Enable Cheat: This code enables all of the following gameplay cheats: R2, Triangle, R2, Triangle, Circle, X , Square. *Note: Cheats are to be entered quickly at any time during gameplay (don't pause the game).*
Full Chi Bar: R2, Triangle, R2, Left, Right, Square.
Invincibility: R2, Triangle, R2, Left, Right, R2. Double Size
Huge Enemies: R2, Triangle, R2, Left, Right, Up.
Half Size Enemies: R2, Triangle, R2, Left, Right, Down.
Nine Lives: R2, Triangle, R2, Left, Right, X.
All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.
Full Health: R2, Triangle, R2, Left, Right, Circle.

Tarzan

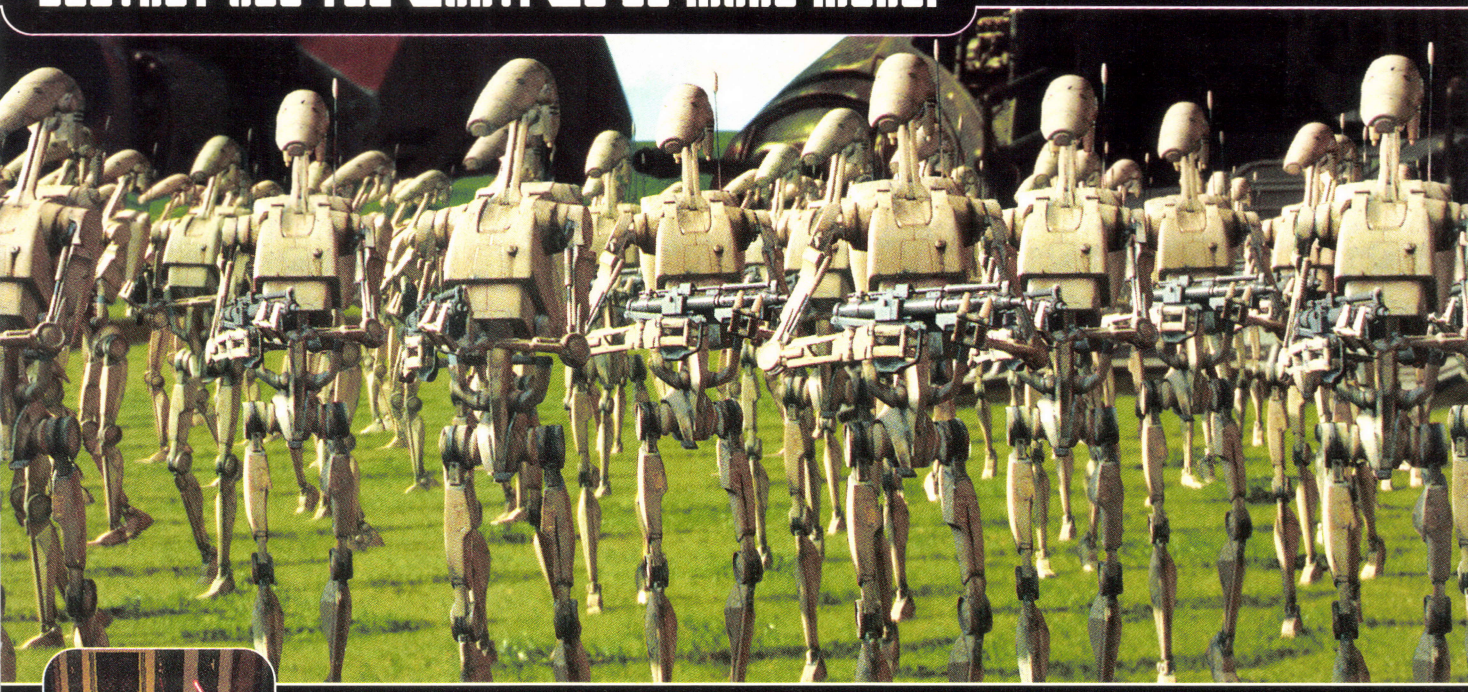
Level Select and Cheat Menu: *On the main menu screen, quickly put in these button combinations for the following tricks.*
Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.
In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, R1, L2 and R2. Now press START and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charged items, layout enemy, etc., will become available.

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LUCAS Arts

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.

Get $5,000,000 Cash: AKJGQ
All Tracks Available in Single Race: ERERTH

Tomba 2: The Evil Swine Return

Difficult Mini Game Clue: During the Trolley Ride, you will go past the second jump in the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley Mini game.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.

Immunity From Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.
Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.
Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.
Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.
Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.
Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.
Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.









Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats, and FMV movies will become available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire, and the dreaded zombie cop.

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Announcers: *During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.*

Baseball History: Up, Triangle, Right. Circle.
Weather: X, Down , Triangle, Up.
Trivia: Down, X, Right, Circle.
More Batter Info: Left, Square, Up, Triangle.
Note: This will only work on certain batters.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1," and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing: RAPID_FIRE
Increased Difficulty to Super Hard: UNDER_FIRE
Extra Explosion on Interceptor Missiles: LAST_FIRE
Slower Action: GO_SLOW_MO
Heavy Vehicle: GO_RAMMING

From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.

No Enemies: HOME_ALONE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
CPU Picks Features: QUICK_PLAY

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

Wipeout 3

Enter the following codes as default names.

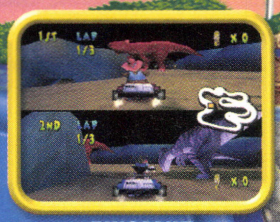
All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

Wu-Tang: Shaolin Style

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available for use.

Fearmentor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.
Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press X button.
Sinesis: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.
Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight Raekwon and hold the SELECT button. With SELECT held, press the X button.
Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.
Hystrix: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.
Lecher: First, enter the "All Fighters in Versus Mode." Highlight Ol' Dirty and hold the SELECT button. With SELECT held, press the X button.
Xin: First, enter the "All Fighters in Versus Mode." Highlight Inspecta Deck and hold the SELECT button. With SELECT held, press the X button.
Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.

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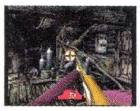
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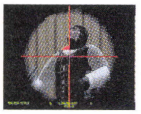
Sega GT
The best-looking racing game to hit the Dreamcast so far. The trackside detail and atmospheric effects are all top-notch.



Jeremy McGrath Supercross 2000
Motocross icons don't get any bigger than Jeremy McGrath. So if you're into getting your back muddy, pick up this game for sure.



Armada II
An RPG set in an Asteroids-like setting a thousand years in the future.



Spec Ops: Omega Squad
You'll have to watch your back in this one. Lots of covert action for fans of the long-running Spec Ops series.



Metropolis: Street Racer
Two miles of various cities reconstructed and weather conditions—like rain, wind and fog will factor into your race. A great street racer.



Bust A Move 4
Bust A Move 4 brings the zany puzzle adventure world to the Dreamcast.



Ecco the Dolphin
Perhaps one of the most visually stunning games ever. It's hard to tell if your watching animal videos or playing a Dreamcast game.

PLAYSTATION



X-Men Mutant Academy
This installment from the popular comic franchise features 13 characters including favorites like Wolverine, Gambit, Iceman and others.



Darkstone
Set in a typical medieval world (drag-on included) you will be the one called upon to slay the mighty beast.



Messiah
It was foretold that the Messiah would return after 2,000 years. Apparently, he caught an earlier flight.



Spider-Man
With the help of Black Cat as a guide, Spidey must work through various missions of danger-filled adventure.



ECW Anarchy Rulz
The follow-up to the successful ECW Hardcore Revolution. New matches include Street Fight, Table Match and Inferno Match!



Tenchu 2 Birth of the Assassins
Set four years prior to the original Tenchu, this unique game allows you to see the action from the perspective of three different characters.



Evil Dead: Hail to the King
In this adventure set eight years after *Army of Darkness*, you must continue the search for the Book of the Dead.



The Legend of Dragoon
This game from Sony is a combination of scrolling fighting action and platform jumping that has a distinctly old-school flavor to it.



Superman
Fans of Superman young and old will want to get their hands on this game. Kryptonite not included.



Time Crisis: Project Titan with Guncon
The Time Crisis games continue! Get out your Guncon and take aim.



Mike Tyson Boxing
There's actually three boxing games in this package; all of which include the former WBA and WBC Heavyweight champion, "Iron" Mike Tyson.

NINTENDO 64



SeaDoo HydroCross 2001
Get all the water sports action you want with this unique-style racing game. With handling and style inspired by SeaDoo, you can't go wrong.



Ogre Battle 64: Person of Lordly Caliber
The Holy Lodis Empire is planning the domination of the entire continent of Zeteginia. It's up to you and your band of supporters to stop it!



Spider-Man
Activision's hoping to fully realize Spidey's potential in dynamic 3D. You gotta love swingin' from ledge to ledge...that never gets old.



Turok 3: Shadow of Oblivion
Now with a total of 24 weapons (with upgrades) and an improved multiplayer mode, this is the best Turok yet



Conker's Bad Fur Day
Conker awakens to find himself in a scene out of *Saving Private Ryan*... Our happy squirrel friend is thrust into a violent, M-rated very adult world.

GAMEBOY COLOR



Spider-Man
You didn't think Spidey would forget about the Game Boy Color, did you? There's plenty of adventure and web-slinging action in this cart.



Austin Powers 1: Oh Behave!
Austin Powers hits the Game Boy Color! It's smashing—in a swingin' 60's kinda way. Yeah, Baby, Yeah!



X-Men Mutant Academy
This game features a state-of-the-art fighting engine and stunning animations, plus real-time character morphing and battle damage.



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Space Channel 5
The Morolians are trying to take over the Earth and Ulala (a reporter for Space Channel 5) is trying to cover the event.



Toy Story 2
Buzz, Woody, Jesse, the whole gang from the hit movie are here in this great game from Activision.



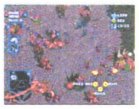
Lunar 2: Eternal Blue
The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this.



Vanishing Point
An ambitious racing game with strong emphasis on physics and excruciating attention to detail.



Baldur's Gate
Based in the Forgotten Realms universe, the Strategy/RPG has enough depth to keep even the most avid RPGers engrossed.



StarCraft 64
The PC hit will make it to the N64! Marines, Zealots and Zerglings will battle it out on a split-screen two-player action.



Perfect Dark
Even better than GoldenEye, this 3D shooter offers more options than any before. An instant classic.



Tomb Raider
Lara performs all her famous moves in this hand-held version of the game, where she must search for the all-powerful Dream Stone.



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Adventure Island II

Stage Select: Enter 0894 on the password screen. Now you can start on the first stage with 99 of every power-up item.

Armorines: Project S.W.A.R.M.

Cheat Screen: From the title screen, access the "Password" option. Now enter BBBBBBBB as your passcode. You will be taken to a cheat screen where you may gather power-ups and choose your starting world.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Babe and Friends

Level Passwords: Go into the options and enter these passwords with the B button.
Level 2: BoB
Level 3: RN6
Level 4: G5M
Level 5: RM1
Level 6: N6W
Level 7: TYQ

Batman

Sound Test: There is a hidden Sound Test Mode. To activate it, simply press Up and Right simultaneously, then press START. The sound test will appear and enable you to select from all of the game's audio tracks.

Battletoads in Ragnarok's World

Five Lives: At the title screen, hold Down, A and B, then press START. If you have to continue, do the code again to play again with five players.

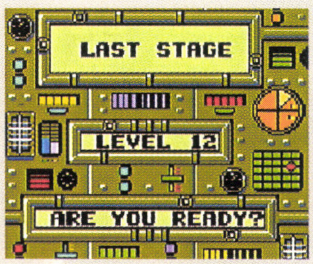
Boarder Zone

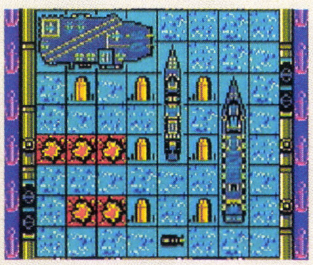
Hidden Time Track: From the main menu, enter the "Options" screen. Highlight and access the "Password" option. Now put in your password as 020971. The screen should tell you that you've opened a new level. Now go into Challenge Mode and access the "Time" option. After selecting your board and rider, move Left on the course select screen and you will be able to access the hidden fourth track.

Battleship

Stage Passwords: On the title screen, press START and then press SELECT to move down to the "Password" option. Press START again and you will be able to enter any of the codes shown here.

Stage 4: GKPQZP
Stage 5: QRKGTD
Stage 6: QPDGYM
Stage 7: QQLGTD
Stage 8: QXFGTL
Stage 9: QNMGTK
Stage 10: NPGGYM
Stage 11: NXHGTL
Stage 12: NQBGYD
Stage 13: NQZGPD
Stage 14: NNCGYK
Stage 15: HJXQCN
Stage 16: NYDGTK
Stage 17: NWLGTM
Stage 18: NTFGTB
Stage 19: NRMGTD
Stage 20: BBQQBP
Stage 21: YPHGTM
Stage 22: YRBGTD
Stage 23: YRZGXD
Stage 24: YQCGTD
Stage 25: YSKGPC
Stage 26: BCSQBV
Stage 27: BDVQJQ
Stage 28: YYFGPK
Stage 29: BJRQZN
Stage 30: TRGGTD
Stage 31: JDNQJQ
Stage 32: TXBGTL
Stage 33: ZKTQKP
Stage 34: ZHPQCW
Stage 35: JCXQJV
Stage 36: TVDGTL
Stage 37: TTLGPB
Stage 38: JZWQKX
Stage 39: JMRQCQ
Stage 40: PXGGTL
Stage 41: CHNQBW
Stage 42: CGYQJS
Stage 43: CDTQZQ
Stage 44: CBPQBP
Stage 45: CMXQCQ
Stage 46: CKSQJP
Stage 47: CLVQZV
Stage 48 (Last Stage): PPFGYM
Ending: PQMGTD





Boomer's Adventure in Asmik World

Stage Select: Enter ANCIENT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your passoword, put in →5→V. Press START to get the "Stage Select" screen. Use up and Down to cycle through the stages, and press START to begin. Do not select "Exit." If you do, it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B, and Down on the title screen. If the code is entered correctly, a small figure will appear in the corner of the screen.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue tolimb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!
Sound Select: Put a heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!
Secret Password: Put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final boss, Dracula!

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode (you normally end the game at Level Three). After the cinema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

Dead Heat Scramble

Stage Select: On the title screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.
40 Banana Coins: B, B, A, A.
All Kremcoins: A, B, A, B.
Extra Lives: A, A, B, B.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 10 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 10 to 20 Warp: As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take

you to the "D.J." or "Ball" game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.
Final Boss: N8C(Heart Icon)K4oN

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.
Level 2: NCFRGJJBBK
Level 3: DMTFLSBFQM
Level 4: PKDJMPLNPS
Level 5: KDQLHRNDCN
Level 6: DQSPCFPFJR
Full Power on Last Level: DMJMBJRFFR

Go Go Tank

Seven Chances: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, START. You'll have seven lives and seven continues.
Invincibility: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, START.

James Bond 007

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.
Blackjack: BJACK
Baccarat: BACCR
Red Dog: REDOG

Kirby's Dream Land

Special Config. Mode: At the title screen, press and hold Down+B+SELECT. Using the Control Pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.
Secret Bonus Game: On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

Kirby's Pinball Land

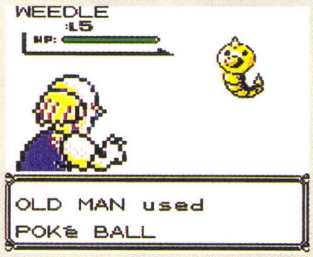
Fight Only Bosses: At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!
Play Bonus Games: At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

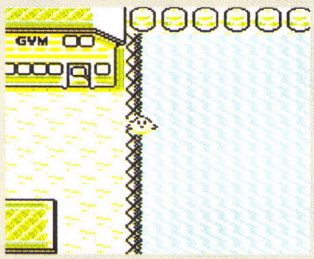
Lion King

Level Skip: While playing, pause the game by pressing SELECT, then press B, A, A, B, A, A and the game will automatically skip to the next level.

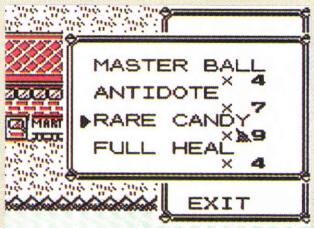
Pokémon (Red and Blue)

With this cheat, you can give yourself an unlimited supply of whatever item you have in your sixth inventory slot.
Infinite Items: First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.











Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.
Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.
Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi, or Club Champs, that golfer will be a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Mega Man 5

Power-up Arm Weapon: After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

Men In Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.
Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Pass through Doors: SUNSHINE

Mortal Kombat

Play as Goro: You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+SELECT+A until the title screen appears. Let go of all the buttons, and

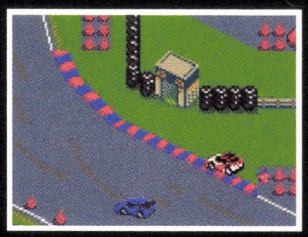
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COMING FALL 2000

EVERYONE E CONTENT RATED BY ESRB

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GAME BOY COLOR

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GameShark Codes

720
Infinite Health 011C9BCB

Bomber Man Quest
Infinite Health 013082CE

Harvest Moon
Infinite Cash 01FFEFB8
Infinite Cash 01FFF0B8
Infinite Cash 01FFF1B8
Infinite Seeds 0163D2B8
Infinite Seeds 0163D3B8
Infinite Seeds 0163D4B8
Infinite Seeds 0163D5B8
Infinite Seeds 0163D6B8
Infinite Seeds 0163D7B8
Infinite Seeds 0163D8B8
Infinite Seeds 0163D9B8
Infinite Seeds 0163DAB8

Monopoly
Max Money 01997CC4
Max Money 01997DC4
Max Money 01997EC4

Monster Rancher
Battle Card GB Inf. HP 015FF8C1
Battle Card GB Inf. HP 015FF7C1
Battle Card GB Inf. HP 015FF6C1
Battle Card GB Inf. GUTS 015F15C2
Battle Card GB Beat 1 Character To Win 0100FBC1
Battle Card GB Beat 1 Character To Win 0100FAC1

NHL Blades of Steel 2000
Away Team Scores 0 010050CA
Away Team Scores 50 013250CA
Home Team Scores 0 010052CA
Home Team Scores 50 013252CA

Pokémon Blue
Infinite PP 01282DD0
Infinite PP 01282ED0
Infinite PP 01282FD0
Infinite PP 012830D0
Infinite Health 01FF16D0
No Random Fights 01033CD1
Infinite Money 019947D3
Infinite Money 019948D3
Infinite Money 019949D3
Never Miss 01FFD6CF

R-Type DX
Start on Final Level (R-Type DX) 010B68D1
Invincible (R-Type DX) 910112D1
Invincible (R-Type DX) 91011ED5
Invincible (R-Type II) 91011ED5
Invincible (R-Type I) 910112D1

Rainbow Six
Infinite Ammo 01304BD4

Rampart
Stop Timer 016362CC

Rugrats Time Travelers
No Items on Pick Up 01000AC2
Infinite Continues 016311DA

Superman
Infinite Health 01282DC1
All Keys 0106BEC4

then press START.

Mr. Nutz
The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)
Adventure Park Level: DDMMNN
Living Room Level: NNRRGG
Volcano Underpass Level: CCLLRS
Mean Streets Level: JJMPPR
Ice Scream Level: SWWTCH

NBA Jam: Tournament Edition
Enter the following codes at the "Tonight's Match-Up" screen.
Always On Fire: Down, Right, Right, B, A, Left.
Super Dunks: Left, Right, A, B, B, A.
More Interceptions: Left, Left, Left, Left, A, Right.
More Three Pointers: Up, Down, Left, Right, Left, Down, Up.
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down.
Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right.
Legal Goal Tending: Right, Up, Down, Right, Down, Up.
Display Shot Percentage: Up, Up, Down, Down, B.

Nemesis
To enable the following codes, first start a game and then pause it by pressing START.
Full Options Plus: Press Up, Up, Down, Down, Left, Right, Left, Right, B, A and START.
Full Speed and Shields: Press B five times, then A five times. This will work once per game.
Full Power Option: Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it will take away all your ship's accessories!
No Power-Ups: Press Up, SELECT, Down, SELECT, Left, SELECT, Right, and SELECT, then repeat this sequence twice more. Use this code only for added challenge—it prevents you from powering up your ship!

NFL Blitz
From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, B, A, A, A, Left.
Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Operation C
Input the following codes at the title screen.
Stage Select: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and START.
Listen to Sounds: Up, Down, Left, Right, A, B, and START.

Pocket Bomberman
All Power-Ups: 5656.
Area Passwords:
FOREST WORLD
Area 1 7693
Area 2 3905
Area 3 2438
Area 4 8261
Area 5 Boss 1893
OCEAN WORLD
Area 1 2805
Area 2 9271
Area 3 1354
Area 4 4915
Area 5 Boss 8649
WIND WORLD
Area 1 0238
Area 2 5943
Area 3 6045
Area 4 2850
Area 5 Boss 8146
CLOUD WORLD
Area 1 9156
Area 2 2715
Area 3 4707
Area 4 7046
Area 5 Boss 0687
EVIL WORLD
Area 1 3725
Area 2 0157
Area 3 5826
Area 4 9587
Area 5 Boss 3752

Rayman
99 Lives: Press START to pause the game in the middle of play. Then press Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B. The game will unpause automatically and you will see 99 lives in the left corner.





Pokémon
Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.
Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Prince of Persia
Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.
Level 8: 70914195
Level 9: 68813685
Level 10: 01414654

Puzzle Master
Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at the number 9.

Raging Fighter
Player Colors: At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. Then, before the screen changes, push A or B to alter the color of your opponent's player. A will darken the color while B will keep the colors the same. The code will stay in effect until the power is turned off.

Rugrats: The Movie
Enter the following codes to advance to the corresponding level.
Level 2: RQVDHJVV
Level 3: TQMMY QK
Level 4: BVBYFJND
Level 5: RJDBCVRT
Level 6: VNGBLJCV
Level 7: BJGSMVSH
Level 8: LJTBWQQD

Rugrats: Time Travelers
On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.
North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

Samurai Shodown
Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press SELECT four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai
Special Modes: Begin and press SELECT to pull up the options menu. Select "New

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Game" and push A.
ZAP: Adds a zapping sound effect to a game.
STF: Allows youto view the credits.
MAN: Makes fewer tiles for an easier game.
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Smurf's Nightmare, The

The Rabbit Race: Brainy Smurf, Handy Smurf, Shy Smurf.
Mysterious Planet 1: Astronaut Smurf, Shy Smurf, Brainy Smurf.
The Workbench Gone Mad 1: Shy Smurf, Baker Smurf, Handy Smurf.

Snow Bros. Jr.

Invincibility: When the title screen appears, press and hold Down-Left, A and B at the same time, and then press START. No enemies will be able to hurt you!
Map Select: You can now get a "Map Select" screen in which you may choose your starting level. At the title screen hold Up, Select, B and press START .

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: ?WZ4VCLN4W81V?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMSO8N?H8NF
Uranus Level 91: CV1?QWKGJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCLHS3ZSR9

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!
Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3, or 4!
Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!
The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.
You Vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.
Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with ten lives instead of five.
Play As Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

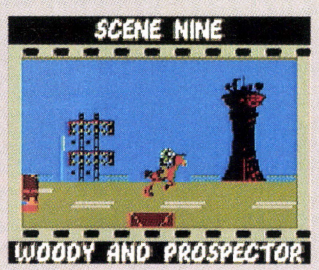
Super Mario Land 2: Six Golden Coins

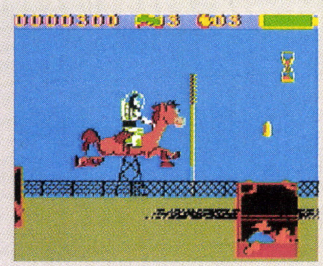
Easy Mode: On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.
Play the Demo: When the title screen appears, hold Up, SELECT, and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Toy Story 2

Scene Passwords: From the main menu screen, highlight and access the "Password" option. On the password screen, enter the corresponding letters for the square formation password as shown.
Scene 2: PBPP
Scene 3: BJWJ
Scene 4: PJBW
Bonus 5, Scene 6: WBPP
Bonus 7, Scene 8: JBPJ
Scene 9: JJWW
Scene 10: PBWJ
Scene 11: BPWW







Tarzan

Level Passwords:
3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Up: When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and START.
Practice Bonus Games: On the title screen, simultaneously press and hold A, B, and SELECT, then press START. A question mark will appear to the right of the "5" on the stage select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgment Day

Slow Down the Time: In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the SELECT button to slow the timer down.

Tetris

Rockets: Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.
Russian Dancers: Complete Level 9 in the B-type game and Russian dancers will fill the screen.
Space Shuttle: Complete Level 9 in the B-type game with the High at "5" and you get to see the space shuttle take off!

Tetris Blast

Fight 2 Mode: On the title screen, press B five times, then press START.

Tiny Toon Adventures

Practice Bonus Games: Hold Down and the B button. Next, press START at the main menu.

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.
Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBLVS
Bird Mode: DLVTRKBBRD

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.
Medium Tracks: FAST
Hard Tracks: FOOD

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

Neo•Geo Pocket

Card Fighter's Clash: SNK vs. Capcom

Shortcuts to Menu: In the middle of a card fight, you can use these shortcuts to get quick stats, etc.
Ring Character Status: Up+B.
Your Discards: Left+B.
Enemy Discards: Right+B.
Status: Down+B.

The Match of the Millenium: SNK vs. Capcom

Alternate Costume Colors: On the character select screen, move onto the character you want to pick, then press and hold A. Your character's costume color will change.

Puyo Pop

Special Custom Option: On the mode select screen, highlight and choose "Option" by pressing and holding the A+B buttons simultaneously. Hold these buttons until you see the Option Mode screen appear. Now move down to Game Setting and press A or B. On the Game Setting screen, choose "Custom" and press A or B. On the Custom screen, you will see a new option called "Special Custom." Now you can choose Person 0 to play a smart computer vs. computer matchup, change the computer's method of dropping blocks, and have 2P mode available without a linked up opponent by using the option "Connected Mode Off."

Sonic the Hedgehog: Pocket Adventure

Faster Spin Dash: Press and hold Analog Down and then press the A button repeatedly until you hear no more "power-up" noises. Now release Analog Down to achieve an even faster Dash.

World Heroes 2 Jet

Scorcher Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. You will hear a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Yoshi's Cookie

Extra Levels: First, set the music to "Off," the speed to "High," and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. *Note: Be sure to use capitals only.*



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HOT TITLES ON THE GAMING HORIZON

PS2 PlayStation 2

Metal Gear: Sons of Liberty

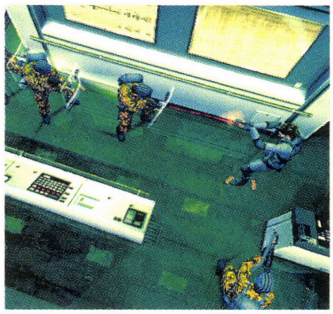
Publisher: Konami
Developer: Konami
Release Date: Late 2001





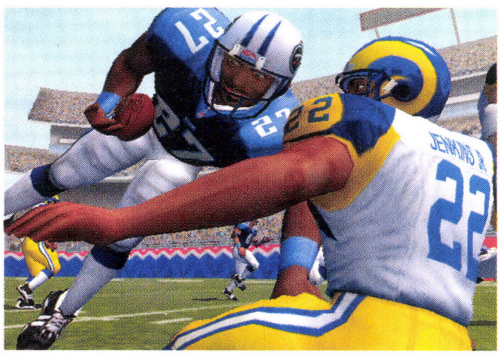


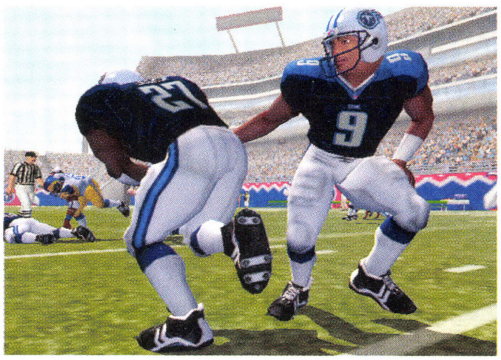




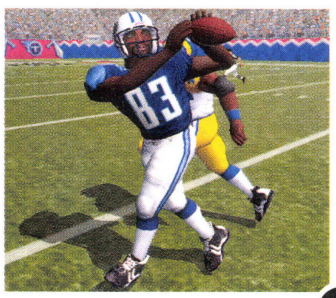
Despite the fact that it was only shown on tape, this PlayStation 2 game was the talk of E3. The story is set a number of years after Solid. Metal Gears are no longer special weapons, and every Third World country now has one. The country that Snake works for has developed a new Metal Gear, and its primary purpose is to destroy the now-diminutive (in comparison) Metal Gears.

What makes this game a work of art is the attention of detail. It has to be seen in motion to be believed. Every part of the world can be interacted with. Bottles shatter, pipes spew steam and potatoes can roll on the floor. Many old enemies will return to the battle, and Snake has a number of new tricks up his sleeve as well. This game will set new standards.











Madden NFL 2001

Publisher: EA SPORTS
Developer: EA SPORTS
Release Date: October 2000

Boasting some of the best graphics ever seen on a console system, Madden is being primed for the PS2's launch this October. Based on our early, hands-on testing at E3, this title seems to keep battle-tested Madden gameplay intact. The focus here is on realism, as knowing the team-specific AI is crucial to winning. Madden 2001 will also feature Madden Cards, which are a variation of the Madden Challenge from last year's PlayStation title. Cards unlock special features like new stadiums, tweaked-out gameplay options and so on. Can you say hike?

Dreamcast

Jet Grind Radio

Publisher: Sega
Developer: Sega
Release Date: September 2000

Perhaps the best way to describe Jet Grind Radio is to say it's a cross between Tony Hawk's Pro Skater and Crazy Taxi. In the game, you are an urban in-line skater who must skate from point to point while "tagging" objects with your trusty can of spray paint. Along the way, you must dodge the police and the multiple obstacles located throughout the city.

Control is more arcade-oriented than one would expect with a skating game—tricks such as jumping from buildings and sliding along rails are simple to do and make the game much more fast-paced and exciting.

See those black lines around the characters? That's a technique developed for this game called cel-shading. It makes the polygonal characters appear to be hand-drawn. Look for this style is many future games.





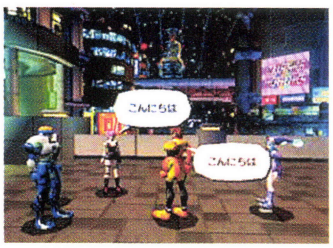


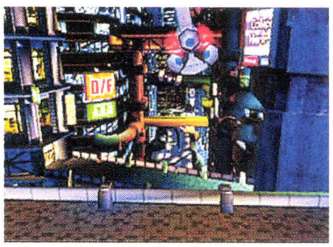












Phantasy Star Online

Publisher: Sega
Developer: Sonic Team
Release Date: October 2000

When Sega first created the Phantasy Star series in the '80s, players thought that role-playing games on a console could not get any better. Years later, we now have the technology to be able to interact in a virtual Phantasy Star world.

Phantasy Star Online will be one of the biggest games to utilize the Dreamcast's online capabilities. This will bring parties of would-be adventurers together and have them working together in order to solve the game's mysteries. The gameplay will be a solid mix of action/adventure, looking similar to Nintendo's Zelda series. Also, unlike other online RPGs like Ultima Online or EverQuest, it seems that there will be an actual storyline to follow.





Nintendo 64

Conker's Bad Fur Day

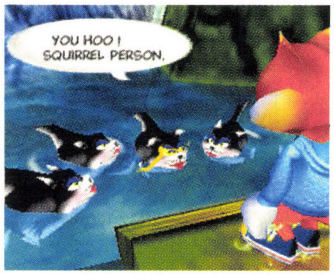
Publisher: Nintendo
Developer: Rare
Release Date: December 2000

The days of Nintendo being an innocent little game company are over. Rare has taken the sickeningly cute star of Conker's Pocket Tales and placed him smack dab in the middle of a crude, perverted and very M-rated game.

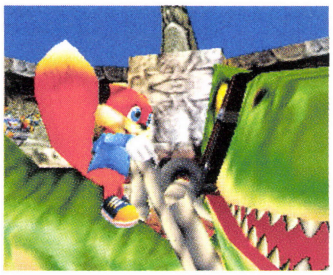
Bad Fur Day plays much like Rare's other 3D action games, but with a decidedly twisted departure from the norm. Instead of the standard brightly colored levels and silly enemies, Conker must charge through levels inspired by *Saving Private Ryan* and fight flaming demons who smoke cigars and then cram them up their butts (he defeats these fiery foes by basking them in a "golden shower").

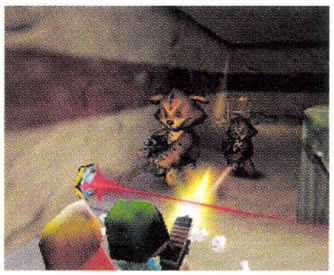
Chock full of drinking, smoking, cussing and bloody violence, Conker's Bad Fur Day is hilarious and a lot of fun, but it's definitely not for the kids.



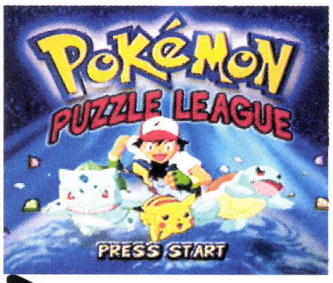


















Pokémon Puzzle League

Publisher: Nintendo
Developer: Nintendo
Release Date: November 2000

How do you make one of the best puzzle games ever even more popular? Add Pokémon to it, of course!

It's not right to say that Pokémon Puzzle League is inspired by Tetris Attack—it *is* Tetris Attack. The only differences in the new game are the addition of the Pokémon characters and the inclusion of a new 3D mode.

Although the Pokémon are definitely cool, the 3D mode is nothing to get excited about—your playing field rotates around a cylinder. Besides, it's hard to see your pieces and making chains and combos becomes especially difficult.

The 3D gimmick notwithstanding, this game is definitely a lot of fun. If you liked Tetris Attack and you're a Pokémon fan, Pokémon Puzzle League will be sure to please.

PlayStation

Dino Crisis 2

Publisher: Capcom
Developer: Capcom
Release Date: October 2000

Capcom is set to release the sequel to their terrifying dino adventure game. Once again, a mysterious experiment goes awry, and this time an entire town is lost. A heavily armed team is being sent back in time to rescue those responsible—if it is at all possible. Dino Crisis 2 incorporates a number of new features, including swimming as well as the addition of a second playable character. Whereas there were only a handful of different dinosaurs in the first game, you now must fear a total of 10 different species. Experienced Capcom adventurers will be impressed by the graphics and mood set by DC2. Like the Resident Evils, this series just keeps getting better. There are plenty of puzzles to solve, so you can expect a full strategy guide in *Expert Gamer*.























Final Fantasy IX

Publisher: Square
Developer: Square
Release Date: September 2000

The Final Fantasy series marks its last installment on the PlayStation with Final Fantasy IX. Revolving around a spunky teen named Zidane, the story returns its focus to the elements of fantasy and wonder of the original games. Gone are the cars, space shuttles and computers; instead, the world is filled with dragons, magic and, most importantly, crystals.

Of course, the game will contain the same beautiful CG movies that Square has come to be known for, and Yoshitaka Amano, the character designer for the first six games, will be returning to the franchise. Fans can expect Amano to bring a definite feeling of tribute to the Final Fantasy series before Square takes it to the PS2.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

You Asked for It!

We got the hint. Yes, after thousands of e-mails, letters and unsolicited phone calls begging for hints, we figured that you might need another look at Metal Gear Solid for PlayStation. Well, here it is. A classic game deserves a classic strategy, and *XG*'s definitely fit the bill.

DECK



*"Snake, this area shouldn't take more than **five** minutes; it's an **Easy** level. Be aware of the following guidelines before looking at any of these maps. The guards' paths are all outlined in purple. The dots represent points where they stop to look around. Do not to hang around by any of the dotted points. Also, look out for the hazards that Master Miller will be pointing out to you."*
—*C. Campbell*

1. Crawl under the pipe, then hug the north wall. When your path is clear, head over to #2.
2. You cannot be detected by the enemy here. Move up to #3 along the right-hand wall ASAP!
3. Hide here until the elevator descends. When it opens, a third guard will be inside. Wait until he passes before you run for it.
4. **If you're caught:** Don't fight! Just jump into the water. You'll be safe there until the guards return to their posts.



"Snake, watch out for the puddles. The guards will hear you if you run through them. Either crawl through them or simply avoid them if possible."
—*Master Miller*



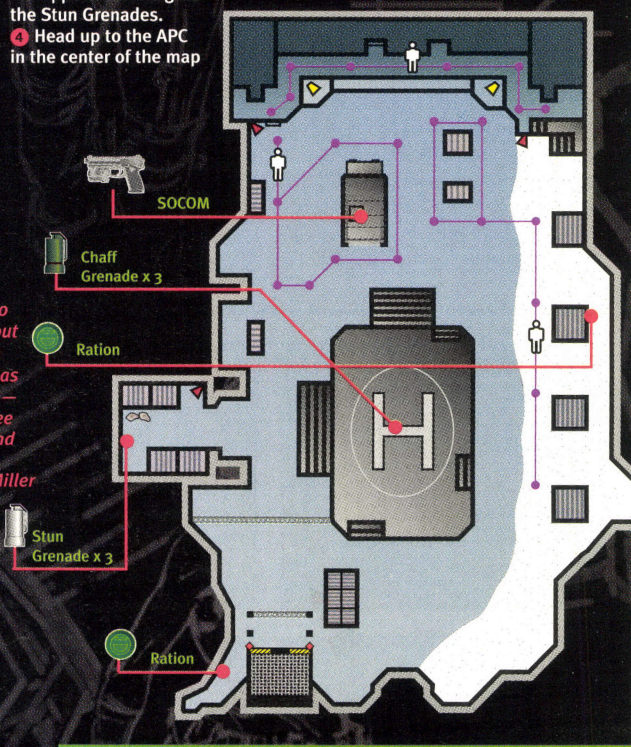
"Try to stay out of the snow as much as possible—the guards will see your footprints and track you."
—*Master Miller*

HELIPORT



*"Snake, this area shouldn't take more than **10** minutes. This will be an **Easy** level."*
—*C. Campbell*

1. Run around and get the Ration. Head up to #2.
2. Dodge the spotlights, cut to the left, then wait until they cross so you can shoot in for the Chaff Grenades.
3. Head over to this room, but watch out for the surveillance camera. Crawl along the upper wall and grab the Stun Grenades.
4. Head up to the APC in the center of the map and grab the SOCOM in the back of the truck.
5. The trick to getting up the steps is to hug the upper wall here, then run right under the camera to #6.
6. Wait for the top guard to proceed to the left side of the building, then run and crawl into the center tunnel. The tunnel is linear. No matter which one you take, they'll both lead you to the Tank Hangar.



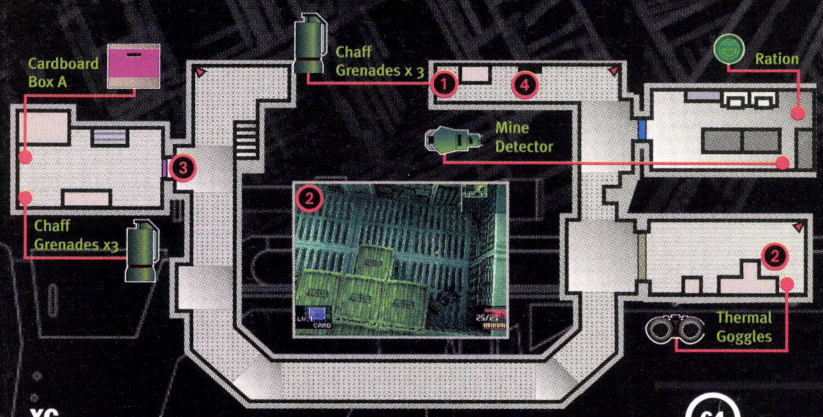
TANK HANGAR

Tank Hanger (Upper)



*"Snake, this area shouldn't take more than three minutes. Just walk through; it's **Easy**."*
—*C. Campbell*

1. After you've crawled through the tunnels, you'll end up here. Grab the Chaff Grenades and head past the security camera.
2. Make sure to stop in here and get the Thermal Goggles. For some odd reason the door will be open, but it will close once you leave the Tank Hangar.
3. Once you're here, shoot past the camera and head down the steps to the next map. Don't worry about all the other rooms here, you'll be backtracking a lot later on.



What's the Deal with the Ratings?

Nobody seems to know anything about the game's rating system. Some people say time is the only factor; others say it's a combination of all the stats. Here is a list of what they rate you on:

Time to Complete
of Saves
of Continues
of Times Found
of Enemies Killed
of Rations Used
Special Items Used



The ratings we've seen so far are: **Leopard**, **Iguana**, **Puma**, **Elephant** and **Shark**. Rumors say that if you beat the game in under three hours, three times in a row, with zero saves, zero continues, zero rations and fewer than 20 enemies killed, you'll get a **Big Boss** rating. Who knows what that will bring...

TANK HANGAR

Tank Hanger (Lower)



*"This area shouldn't take more than five minutes, but it's a little **Tricky**. Be careful, Snake."*
—C. Campbell

1 Run down the steps and get yourself into a safe position—#2 is a good spot.
2 Once you're here, grab the SOCOM Bullets and head over to the elevator.
3 Don't worry about the Lvl. 1 room to the right; you'll come back here soon. Press the button to the right of the elevator. There might be a delay, so have a hiding place in mind. Press the B1 button and it's time to go to the Cell/Torture Room.

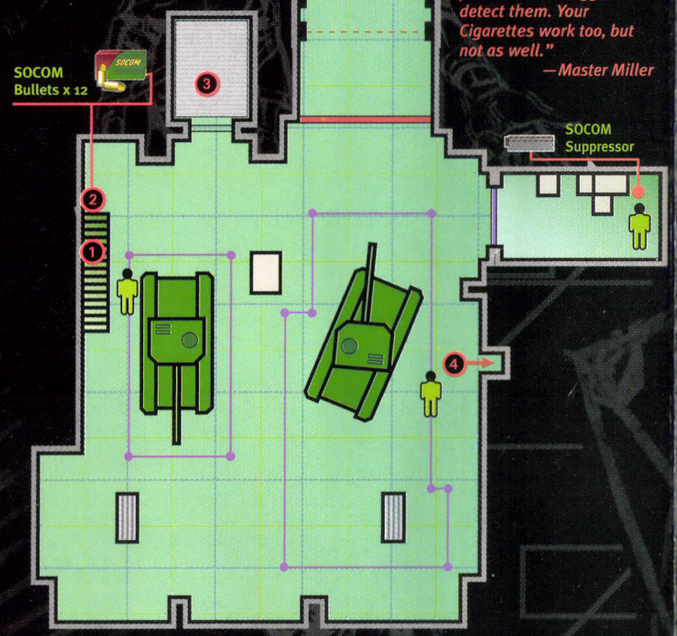


If you're caught: Run over to the tunnel and crawl in. Crawl fast!





"Snake, watch out for these infrared beams. Use your Thermal Goggles to detect them. Your Cigarettes work too, but not as well."
—Master Miller



Snake's Techniques

Snake has a few important techniques you should know about.

1. Run-and-Shoot Technique: Press the Crawl button while you are pressing the Weapon button, then just point in the direction you want to go.

2. Peeking: Press the R1 button in first- person View Mode to step to the right and L1 button to step to the left. This is great for peeking around corners.

3. Snapping Necks: Press the Weapon button (without pressing the Directional button) close to an enemy. If you don't have any weapons equipped, you can break the enemy's neck by repeatedly pressing the Weapon button (11 times) once you've got him grappled.

4. Laser Aiming Module: Your laser will automatically track onto the nearest enemy when drawn. You do have to be in range, though—it's usually about 3/4 of a screen distance.

5. Take Out the Cameras: Later in the game, you'll get the Nikita Launcher, which is great for shooting at Cameras or Remote Guns. If a camera's giving you a lot of trouble, take it out!



CELL



*"Snake, the Cell is an **Easy** level and shouldn't take you more than **10** minutes."*
—C. Campbell

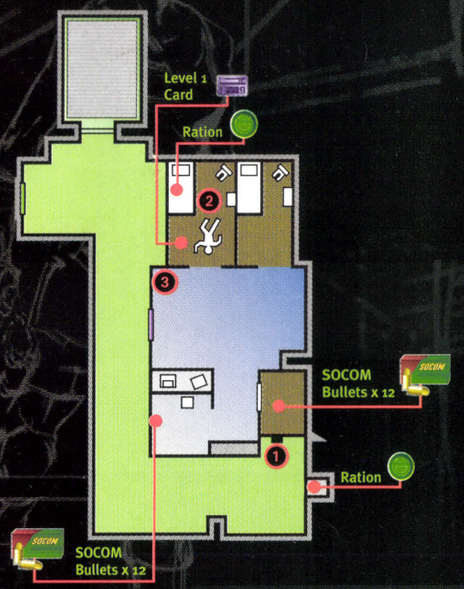
1 First off, you'll need to run to the bottom right and go up the ladder.
2 Crawl through the tunnels and you'll end up here. Grab the Ration under the bed and head outside the cell.



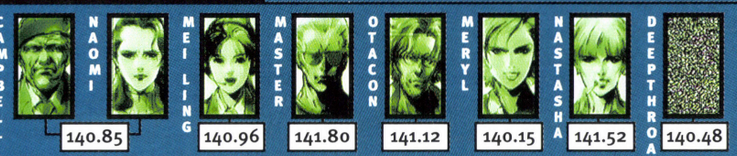




3 It's an ambush! Put yourself in the upper-right corner so neither their bullets nor their grenades will hurt you. A total of 12 troops will come in, so make sure to pick up all the SOCOM Bullets and Rations they drop. After you kill them all, proceed to the elevator and go to B2, the Armory.



Frequency Table



ARMORY



"The Armory is full of weapons and items you'll get later on. Remember their locations, and come back to this map later. It's a Tricky level, but it shouldn't take you more than 10 minutes."
—C. Campbell

1 Go to the top-center room first, grab the C4 and get ready to set some charges.
2, 3 Set a charge at the two top explosion markers first. Then, proceed down to the lower-left explosion marker.
4 Place a charge here, then place the next charge. If you're having trouble, tap the walls with your hand and listen for the distinct sound.
5 Blow up the remaining two walls with C4. The one to the right won't be accessible until later, though. Make sure you're full on Rations, then proceed into the other hole you blew in the wall.

Boss 1: Revolver Ocelot

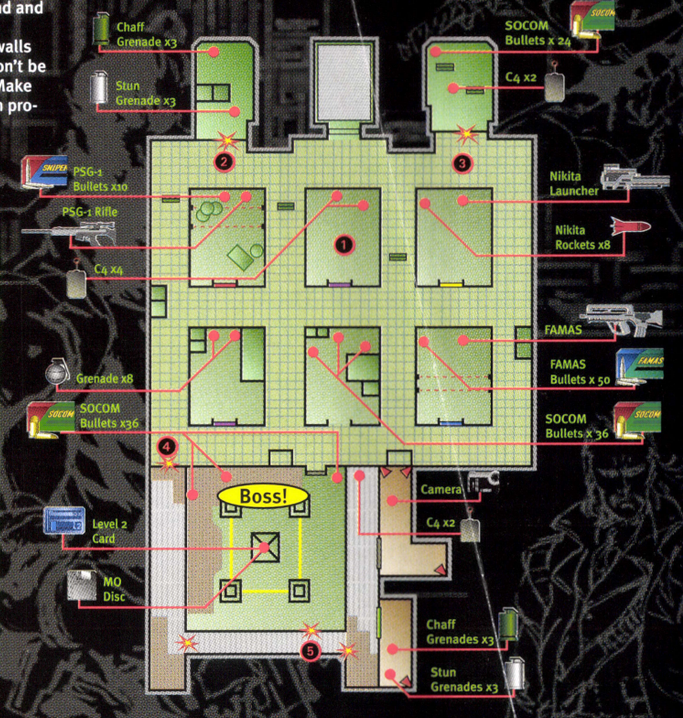


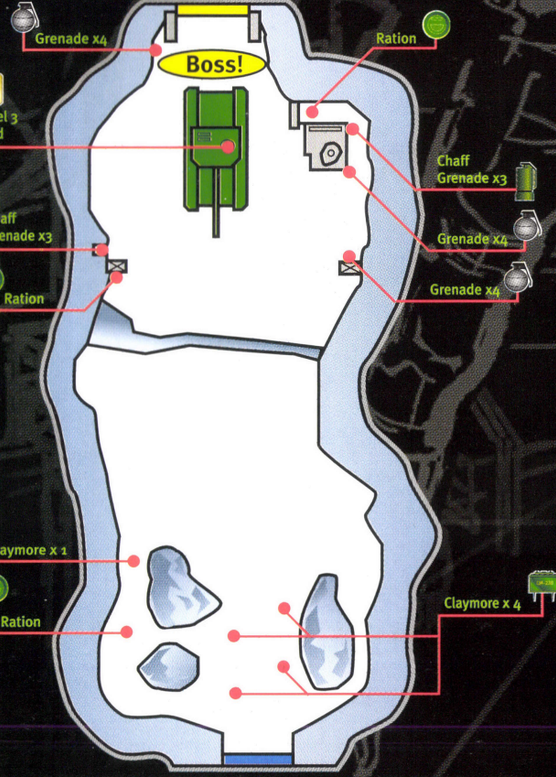




"Snake, Ocelot is sneaky. He likes to use angled shots, so use the Run-and-Shoot technique—follow him around and cut him off at the angles. Don't worry about conserving bullets, either. If you run out, more will pop up in the corners. Don't try to use any C4 or Grenades in here—you'll set off the tripwires! Also, remember that after each boss fight, your health and items capacities will increase.
—C. Campbell

- **Weapon to Use:** SOCOM (10 shots)
- **Time to Beat:** 3 to 5 minutes
- **Difficulty:** Medium





CANYON

Boss 2: Tank (Vulcan Raven)







"Make sure to pick up the Claymores first. Otherwise, you'll constantly be running into Mines when you're fighting the tank. First, throw a Chaff Grenade to stop it from shooting its artillery rounds at you. Once you're close enough, it's just a matter of lobbing the Grenades into the cabin hole. Don't get too close, but you have to keep moving around it. The machine gun fire should never touch you if you're running at the right angles."
—C. Campbell



- **Weapon to Use:** Grenades (3 grenades)
- **Time to Beat:** 5 minutes
- **Difficulty:** Easy

Once you have thrown your Chaff Grenades, get close to the tank as quickly as you possibly can!

NUCLEAR BUILDING

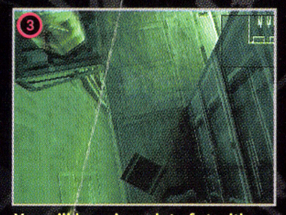
Floor One



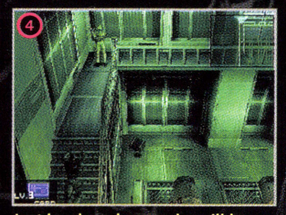
*"Snake, you've got to be ultra-careful in this area. You can't use weapons because of the nukes. You'll need to sneak up to the elevator with as little of intervention as possible. It'll be **Tricky**, but it shouldn't take you more than **seven** minutes."*

—C. Campbell

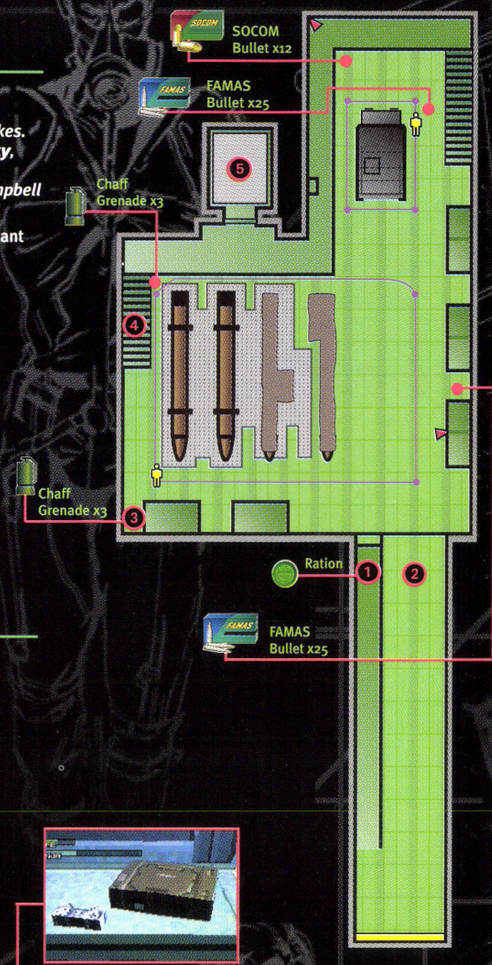
1. Run up the left ramp and grab the Ration. Scope out the building through the window.
2. Crawl under door. Proceed to hug the south wall and get yourself to #3 ASAP. There are no important items here, unless you need them.
3. Wait until the coast is clear, then head over to the steps.
4. Hover here until the guard on top walks to the right. Don't mess with him.
5. Get in the elevator and go down to B2.



You will be using a lot of stealth here. Hide in this corner until it's clear, then run up the steps to #4.



Just lay down here and you'll be fine. Neither the top nor the bottom guard will see you.



NUCLEAR BUILDING

Basement Two

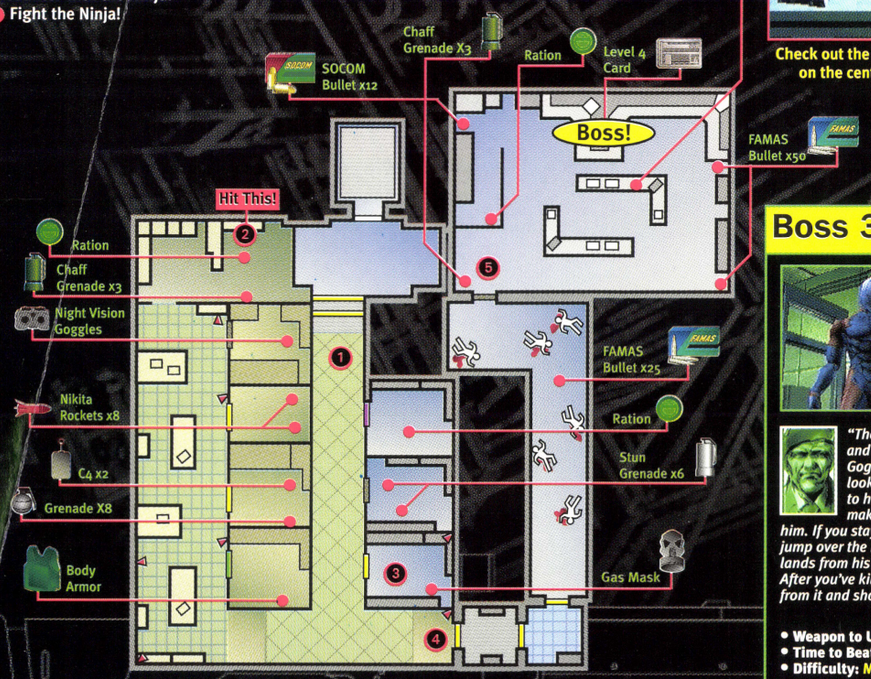


*"Snake, this area is full of poison gas. Make sure to watch your O2 meter closely. If you're running low, head out toward the entrance so you can regain your breath. This level is as **Tricky** as they come, so be careful. It will probably take you at least **10 to 12** minutes to get through it."*

—C. Campbell

1. Destroy the computer powering up the electric grid along the main passageway. Stand here and launch your Nikita rocket through the passageway. (If you have a tough time and need more Nikitas, go to B1 and grab 12 of them from the upper-right room.)
2. Here's your target!
3. Run down to the bottom-right room and grab the Gas Mask! Equip it and run to #4.
4. Careful of this camera, use Chaff if necessary. Proceed through the passage and watch the encounter with the Ninja.
5. Fight the Ninja!

Check out the PlayStation on the center desk!



Boss 3: Cyborg Ninja





"There are several ways to beat the Ninja, Snake. First and foremost, make sure to have your Thermal Goggles equipped when he turns his Stealth on. It looks like the only effective way to fight him is hand to hand. You'll need to use your 3-hit combo, and make sure you are the correct distance away to hit him. If you stay in the middle of the room, you can lure him to jump over the middle computer table after you hit him. When he lands from his flip, he'll be extremely vulnerable to your attacks. After you've killed him, he'll convulse in a blue orb. Stay away from it and shoot him!"

—C. Campbell

- **Weapon to Use:** Hand-to-hand (60 hits)
- **Time to Beat:** 5 to 7 minutes
- **Difficulty:** Medium

NUCLEAR BUILDING

Basement One

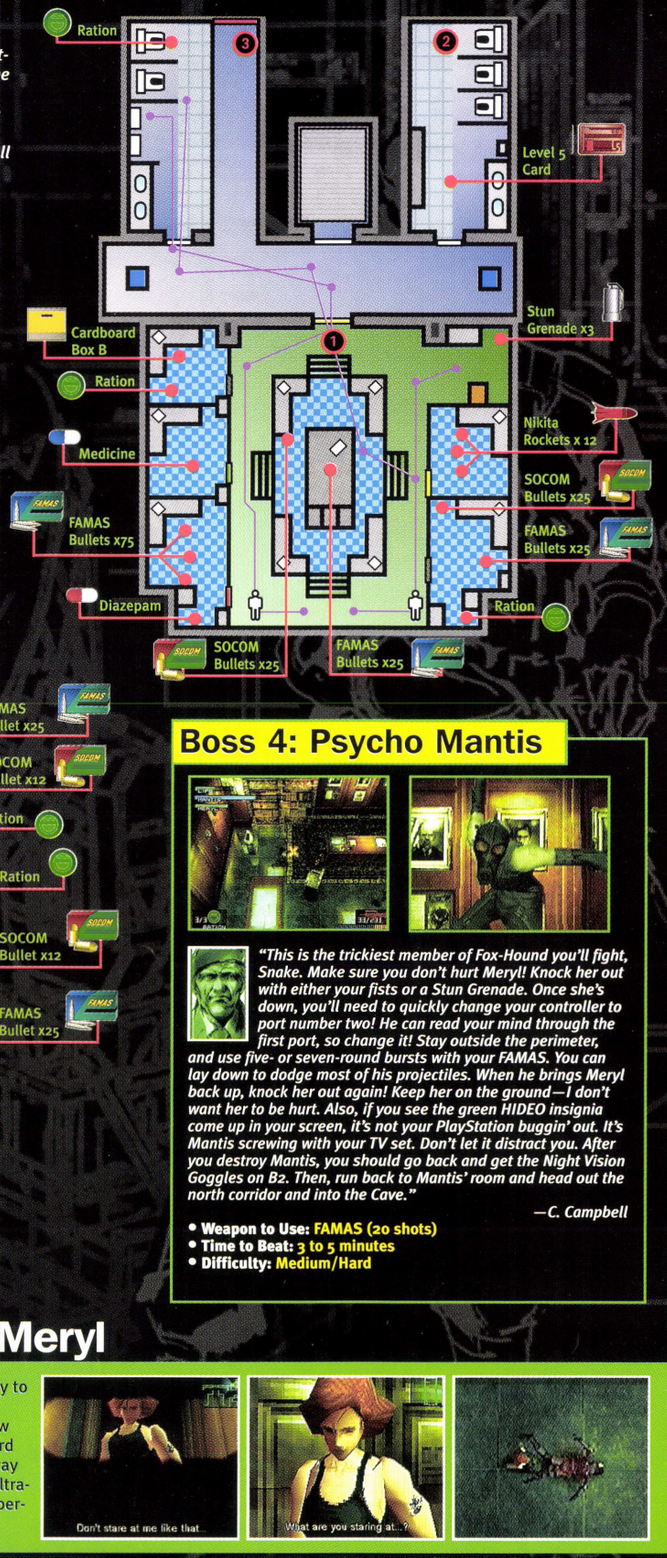


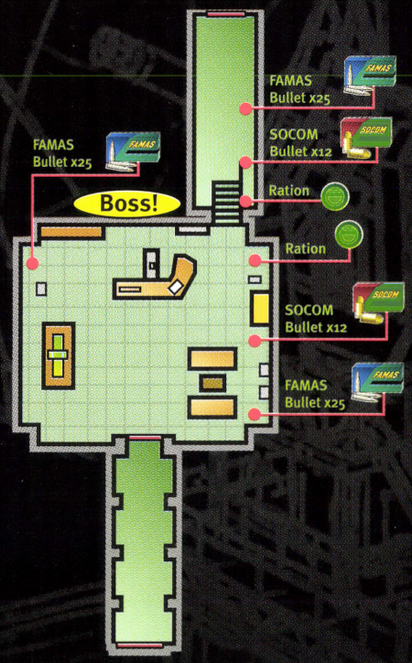
*"You need to find Meryl as quickly as possible. She's located in the lower room toward the center. This level will be **Easy**. This whole area shouldn't take you more than **10** minutes."*

—C. Campbell

1. Head right into the lower room and let the guard who walks girlishly see you. (It's Meryl in disguise!) Once she sees you, head over to #2.
2. Talk to Meryl and she'll give you the Level 5 card. Head on up to #3.
3. If you need any Rations, head to the bathroom; if not, proceed through this door.







Boss 4: Psycho Mantis

"This is the trickiest member of Fox-Hound you'll fight, Snake. Make sure you don't hurt Meryl! Knock her out with either your fists or a Stun Grenade. Once she's down, you'll need to quickly change your controller to port number two! He can read your mind through the first port, so change it! Stay outside the perimeter, and use five- or seven-round bursts with your FAMAS. You can lay down to dodge most of his projectiles. When he brings Meryl back up, knock her out again! Keep her on the ground—I don't want her to be hurt. Also, if you see the green HIDEO insignia come up in your screen, it's not your PlayStation buggin' out. It's Mantis screwing with your TV set. Don't let it distract you. After you destroy Mantis, you should go back and get the Night Vision Goggles on B2. Then, run back to Mantis' room and head out the north corridor and into the Cave."

—C. Campbell

- **Weapon to Use:** FAMAS (20 shots)
- **Time to Beat:** 3 to 5 minutes
- **Difficulty:** Medium/Hard

Messin' with Meryl

When you encounter Meryl, it's funny to see all the stuff you can do to her. Punch her, throw her, choke her, blow her up and even hide in the cardboard box from her! Don't expect to get away unscathed, though. For something ultra-hysterical, try staring at her in first-person View Mode for a few seconds.

Metal Gear Secrets



Showin' Her Skivvies
If the time from when you enter the bathroom and get to the last stall is under five seconds, you'll see Meryl in a slightly different outfit...

Fighting Mantis, The Alternative Way?
After Campbell tells you to switch controller ports, don't do it. There is actually an alternative way to beat him! Call Campbell again and he'll tell you to attack the statues on the sides of his room. Once you break the statues, attack him as normal, except you don't have to change controller ports!

Get Campbell Ticked!
1) Are the ravens outside Vulcan's lair getting you angry? Take 'em out with the PSG-1! Listen to Campbell's reaction afterward...
2) Kill the rats with your PSG-1 above Sniper Wolf in the Comms Tower, then listen to Campbell rant about you wasting time...

Lil' Wolvies
Sometimes, you'll see a heart insignia over the wolves' heads. What does this represent? They can smell Sniper Wolf's scarf on you.



Meryl Cam?
Just before you fight Psycho Mantis, it sure is weird to go into first-person view and look through Meryl's eyes instead of your own!



Psycho Mantis
When fighting Psycho Mantis, he says that he'll "read deeper into your soul." When he does this, he's really searching your memory card for saved Konami games—Castlevania, Suikoden, Azure Dreams, ISS Soccer and more!

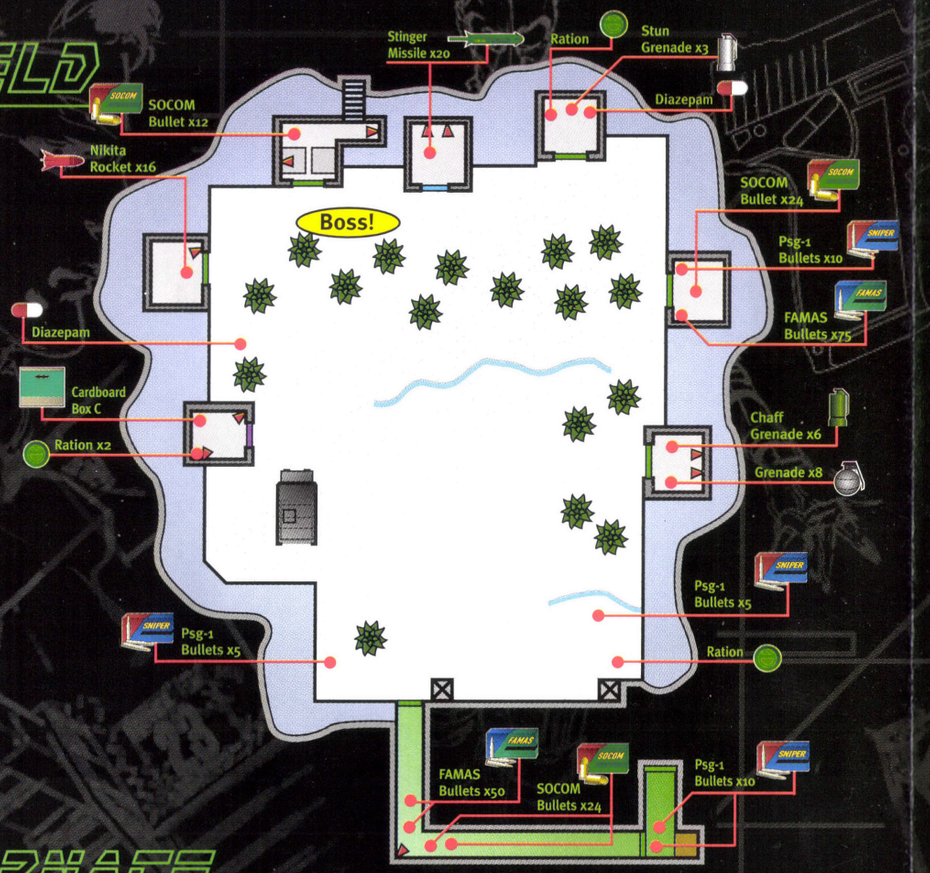
SNOW FIELD

Boss 7: Sniper Wolf (B)



"You can beat Wolf with either the PSG-1 or the Nikita—it's a lot easier and more fun with the Nikita, but it's definitely more challenging with the PSG-1. Don't veer too close to the trees though, because she'll shoot you—you have to stay back to the lower right. There, you'll have a cleaner shot because of the giant hill in the center of the field. If you use the Nikita, you have to run the missiles over the smooth hills to prevent them from exploding early. You'll see her run from tree to tree, so be ready, Snake..."
—C. Campbell

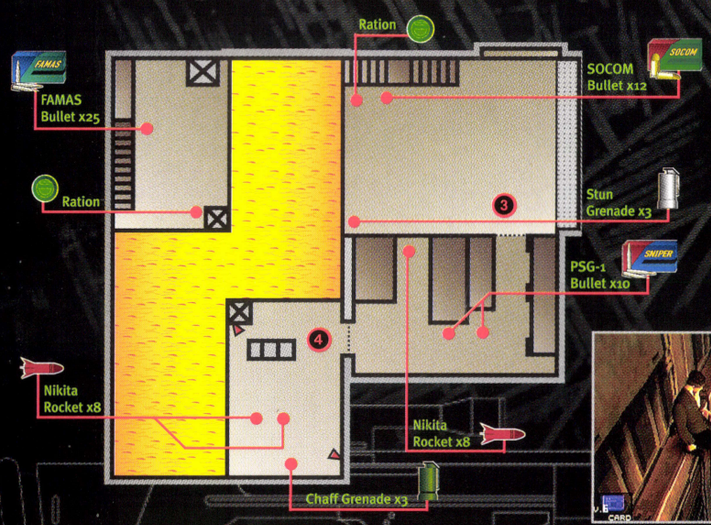
- **Weapon to Use:** PSG-1 (7 shots), Nikita (8 rockets)
- **Time to Beat:** 4 minutes
- **Difficulty:** Medium

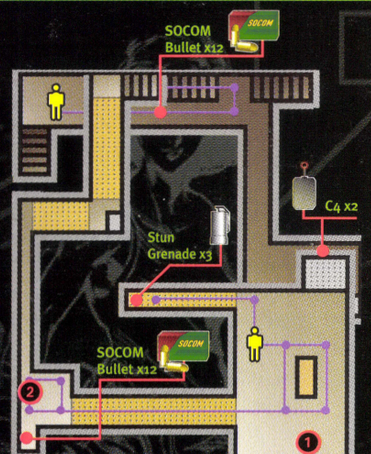


BLAST FURNACE

*"Throw the guards in the lava—it's pretty funny. This area is **Easy**. It takes about **five** minutes."*
—C. Campbell

1. Take out the first guard with your SOCOM. Grab all the goodies up top, then head over to #2.
2. You'll have to walk the ledge over here. Don't let go of the controller, or you'll fall into the lava. If you duck when the crane is near, it will pass over you without touching.
3. Crawl into this hole and you'll be in a steam room. Run all the way through it and there will be another hole to crawl through.
4. Get all the goodies out of here, then head for the door up top.





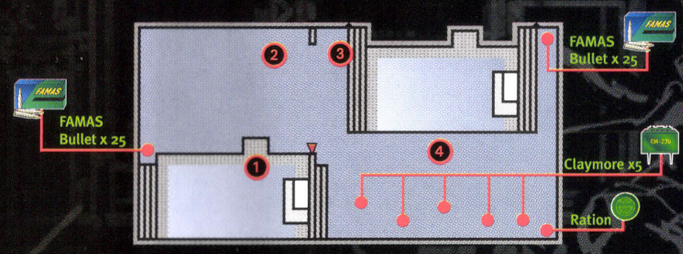


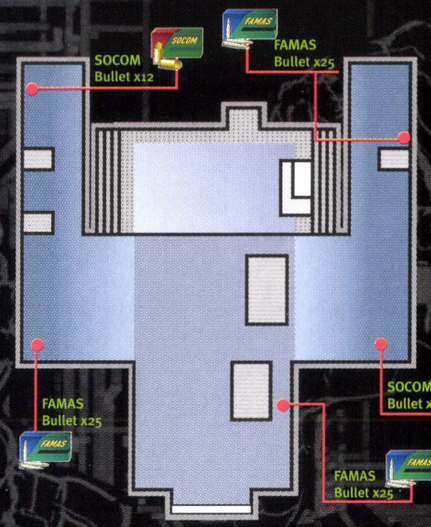


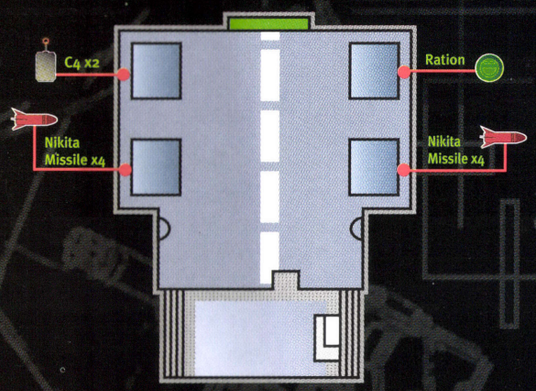
CARGO ELEVATOR

*"There are three cargo elevators that connect to one another. Grab the items and keep going down. This should be **Easy**, and will only take you **10** minutes."*
—C. Campbell

1. Run around and pick up your items first. There are no cameras or hazards to worry about.
2. Three heavily armored guards will attack you on the elevator. They take eight shots each with the FAMAS. If you're really brave, knock two of them down and snap the third one's neck, then repeat with the last two. It is possible to get by without wasting a bullet. Finish up and go to the next elevator.

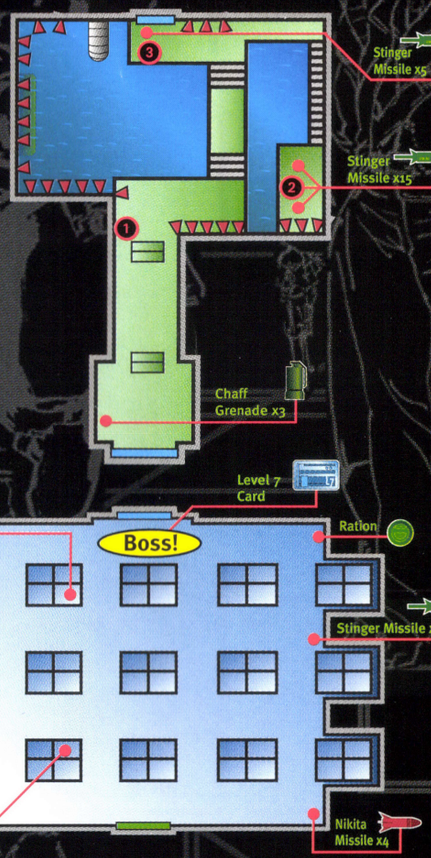






*"It's time to run down to Raven's territory. Head down all the elevators as quickly as possible. It should be **Easy**, and it won't take you more than **10** minutes to get down."*
—C. Campbe

1. Get off here, then run straight up to #2.
2. Hug the upper wall to stay out of the camera's view. Head over to #3.
3. Run straight down from here over to #4.
4. Once you're here, just activate the elevator and go down. It's not worth trying to run around with Mines all over the place. Of course, it would be easy to just crawl around and disarm them all...



WAREHOUSE

*"You're almost to Metal Gear, Snake. Just make it through this room. Only use two Chaff Grenades, but don't go crazy with 'em. This room is **Easy**; it should take you **one** minute."*
—C. Campbell

1. Run up the left-hand wall and avoid the traps. Once you get here, throw the first Chaff Grenade and book over to #2.
2. Grab the Stingers and throw the second Chaff Grenade. Get over to #3 as quickly as possible.
3. Go through the door and go on to Metal Gear...

Boss 8: Vulcan Raven





"Raven's minigun never runs out of bullets, so forget about trying to wear him out. When the battle starts, run straight up and shoot to the right with your Stinger. Walk up one block and do it again. You get four straight hits this way. After the fourth hit, Vulcan will run and the Stingers won't work as well anymore. Plant Claymores in one sector of the room, but don't set them too close to one another—doing so results in detonation without damage to Raven. Sector off a perimeter and put on your Mine Detector so you don't blow yourself up."
—C. Campbell

- **Weapon to Use:** Stinger (4 missiles) and Claymores (4 mines)
- **Time to Beat:** 5 to 7 minutes
- **Difficulty:** Easy

CAVE





*"Make sure to have your Night Vision Goggles equipped. If you don't, you'll have a tough time seeing where the walls and secret passages are. It's pretty **Easy**, but it will probably take you at least **10 to 12** minutes."*
—C. Campbell

1 You'll start here and then proceed directly upward through the north passage.
2 Here, you'll have to crawl through the passage in order to get into the next room. Beware of the wolves that are lingering around.
3 Use the FAMAS if necessary. The best way to target the wolves is to use first-person View Mode through the Night Vision Goggles so you can get them in your cross hairs. Quickly switch back to normal view and let five-round bursts out until they drop.
4 You'll want to work your way down here through the crawl passage to the south. Grab all the goodies in here.
5 Crawl under this wall and you'll end up in the final section of the Cave.
6 Talk to Meryl up here, then proceed to the Underground Passage.

Boss 5: Sniper Wolf (A)





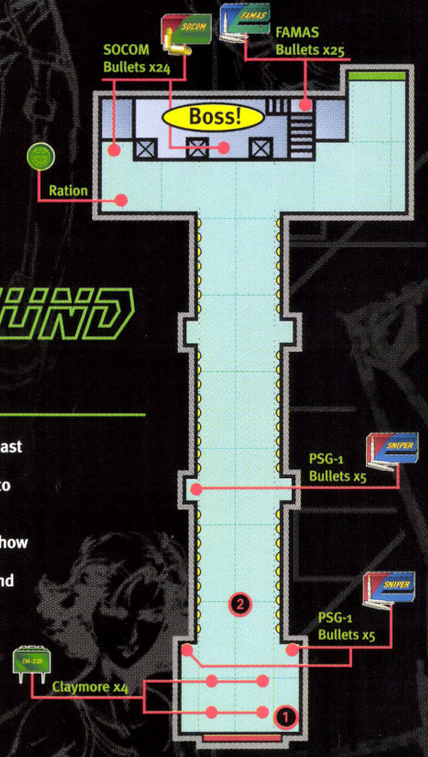
*"Sniper Wolf is a PRO with her rifle. You'll need to position yourself as far down to the wall as possible. If you get hit before you see her in your scope, get up and move your position. Once she hones in on you, you're toast. You have to keep her wondering where you are. Take one Diazepam every 30 seconds or so, and don't forget to equip your Thermal Goggles. When you drop her, make sure to **SAVE YOUR GAME**, trust me."*
—C. Campbell

- **Weapon to Use:** PSG-1 (5 shots)
- **Time to Beat:** 4 minutes
- **Difficulty:** Medium

UNDERGROUND PASSAGE



1 To get around the Mines, just hug the east wall; don't bother following her tracks.
2 After you watch the scene, you'll need to run back to the Armory and get the PSG-1 Sniper Rifle. Be careful on the way back—there will be guards everywhere. It doesn't matter how long you take; just work cautiously.
3 Once you get the rifle, head back to this area, and you'll encounter Sniper Wolf.

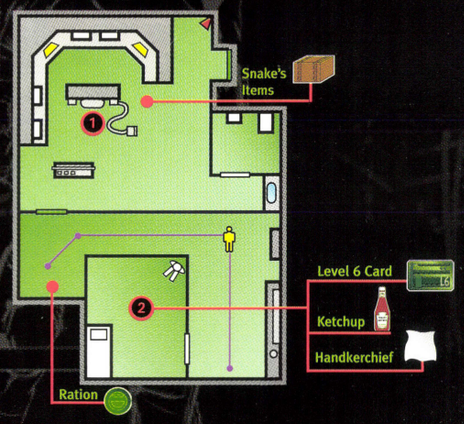


TORTURE ROOM



"How did you get caught, Snake? Well, never mind—you have to survive the Torture Rack. Don't submit! They'll take Meryl's life if you do! If you don't submit, you'll get the better ending, I promise. If you do submit, well, you'll get the bad ending. There are three methods to do it. All of them are Easy, and it shouldn't take you more than 10 minutes to get out."
—C. Campbell

1 To survive the torture, be fast on the Circle button! Keep pressing it even when the torture stops—this is your best time to gain your lost health. He'll only do it four times, so try to endure it. If you die here, you can't continue. **Now you know why I told you to save!**
2 **Method 1:** Call Otacon as soon as you get in the cell. He'll bring you some Ketchup, a Handkerchief and a Level 6 card when the guard runs out to go to the bathroom. While the guard is out of the room, lay down and press the Circle button on the Ketchup. You can fake your death. The guard will freak when he comes in, then you have to quickly stand up and take him out. It's best if you run out of the cell first, just to be safe.
Method 2: When the guard runs out to go to the bathroom, hide under the bed. He'll come in looking for you when he comes back. Work fast and get out of the cell before you take him out.
Method 3: If you fail at both of the previous methods, you will have to go into the torture room several more times. Endure it, and after the third time, the Ninja will come and break you out.
3 Grab you items up top, but be careful! Ocelot put a bomb in your items! Get rid of it by finding it in your item list, then press Circle to throw it! Head out the door and go to floor 1.



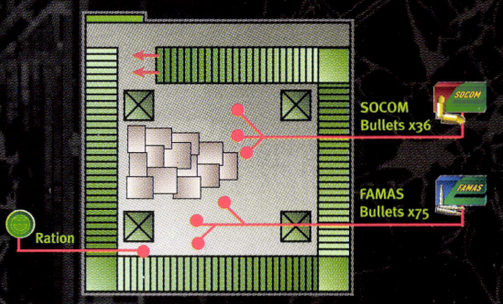
COMMS TOWER

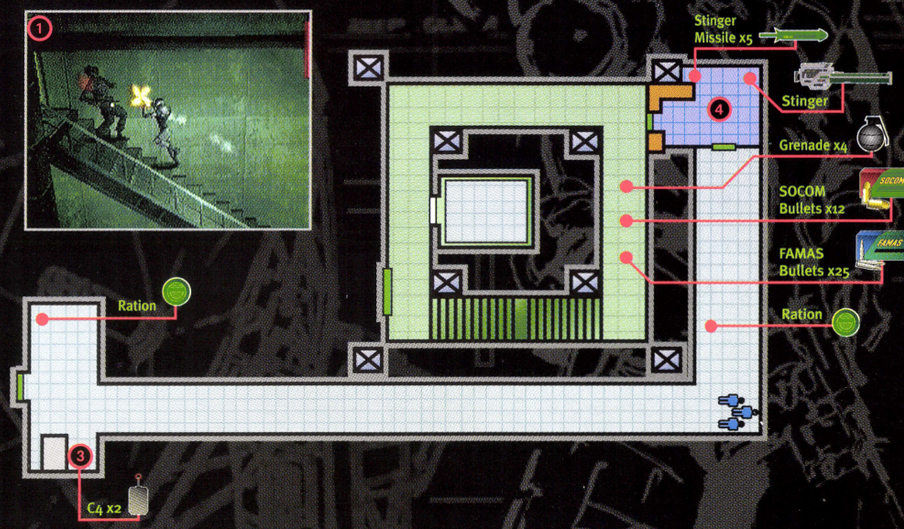
Towers A & B



*"The Comms Tower needs to be taken at full speed! It'll be **Hard**, but it should only take you about **five** minutes to get to the top once you get the hang of the guard patterns."*
—C. Campbell

1 Don't get any of the items on the first floor yet. As soon as you are detected, start running full speed to the top. There are 27 floors, so move! As soon as you get to the top, the alert will stop and you'll be safe to run all the way down and grab all the bullets if you need 'em. Plant Claymores behind you—they will cease the lower guards from bothering you. Use the Run-and-Shoot technique for the guards above you.
2 When you get to the top, climb up the ladder and go outside to the roof. You'll encounter Liquid here. After he does his "thing," equip the Rope and rappel down the side of the tower. It'll be almost second nature to you, Snake.
3 You'll land here and you'll have to take out the guards before you go any farther. Place yourself in this corner and shoot each guard twice with the PSG-1. The third shot will kill them, so try to get them all in one big sweep.
4 Run past the Hind and get into this room. Pick up the Stinger—you'll need it later.
5 Run into Comms Tower B and go DOWN the stairs first (it'll be a dead end). Next, run back around and head all the way up to the roof of Comms Tower B.
6 Now, you're ready to fight the Hind.





COMMS TOWER ROOF

Boss 6: Hind Helicopter

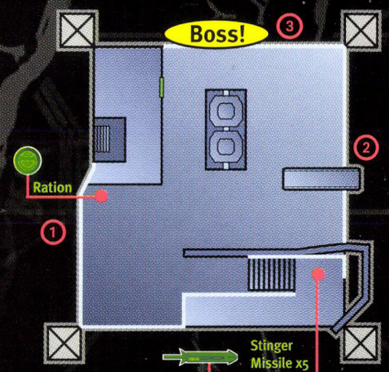






"Snake, the Hind has three favorite spots that it likes to hover around. They are clearly marked on the map to the right. Make sure to use the R1 button to quickly un-equip the Stinger after you've launched a missile. This way, you can run for cover behind the big box in the center of the roof. Don't veer too far from the center box, though—it's your best cover!"
—C. Campbell

- **Weapon to Use:** Stinger (15 missiles)
- **Time to Beat:** 10 to 15 minutes
- **Difficulty:** Medium/Hard



The Key to Unlocking Metal Gear Solid

There are so many modes in Metal Gear Solid, that we actually found it best to list them in a chart. The name of the mode comes first and is followed by what it is and how to get it. Good Luck!

Time Attack Mode
VR training with timed goals. Beat all 10 VR levels to get it.

Gun Shooting Mode
VR training with the SOCOM. Beat all 10 Time Attack levels to get it.

Survival Mode
All 10 Gun Shooting levels combined into one huge level. Beat all 10 Gun Shooting levels to get it.

Technical Data Mode
Computer Wizard runs through and shows you how to beat all the Gun Shooting levels. Beat Survival Mode to get it.

Extreme Mode
Takes the normal game and makes it unbelievably hard. No Radar, less Rations, less Ammo and tougher enemies. Beat the game once on any difficulty setting to get it.



Photo Album Mode
This is a photo editor where you can save and edit your pictures taken with the Camera. To get it, find the Camera.

Demo Theater Mode
Allows you to go through and view all the game's cinemas. To get it, you'll have to beat the game on any difficulty setting. There are two "Rolls." Roll A is Meryl's Ending and Roll B is Otacon's ending.

UNDERGROUND BASE



"Snake, you have to get to the top and disarm the Metal Gear. This area has multiple parts in it, but it is pretty ***Easy****. This level takes at least* ***15 to 20 minutes to complete.****"*

—C. Campbell

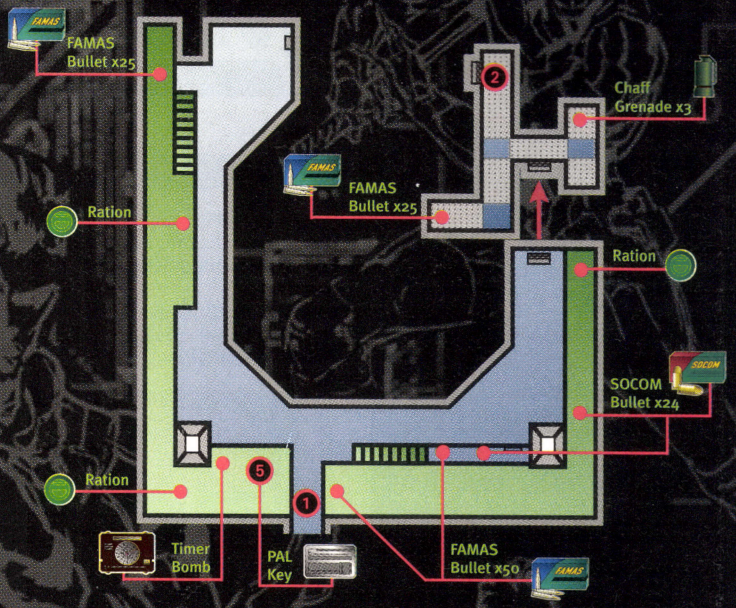
1. You'll start here. There are no guards on the first two floors. Hmm, seems a little fishy...
2. Climb up this ladder and head to the second map for further instructions.
3. You'll climb over Metal Gear's back and end up here.
4. If it's necessary, take out the guard with your SOCOM, then go up to the control tower.

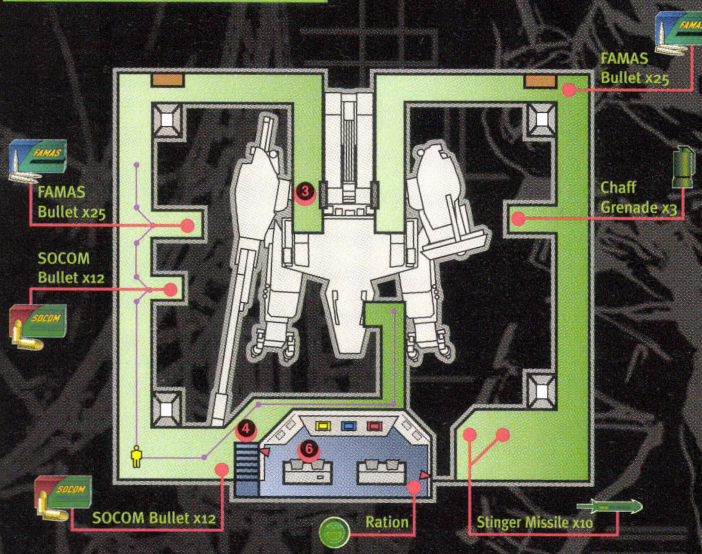


5. Crap! The PAL key fell in the drainage ditch! You'll have to run down and get it. When you get to the other side of Metal Gear's back, the alert will cease and you can take your time getting down to the ditch.

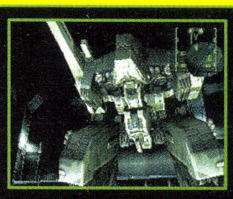
There are two things that can happen when you get into the drainage ditch. **1) The key will just lie there.** If you run down into the drainage ditch and the PAL key is there (in this general area), just pick it up and run back up to the control tower. **2) The rat eats your PAL key.** This one isn't as easy, but it's definitely more fun. You'll have to use the Mine Detector to find the rat. When you do, plant some C4 and wait until he crawls by it. Kaboom! Toast 'em!

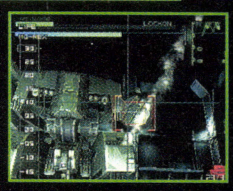
6. Grab the key and run back up to the control room. When you get there, insert the PAL key into the first laptop computer. It's coded yellow for room temperature. Now, you'll have to backtrack.





Boss 9: Metal Gear Rex







Form 1-Fully Armored

"This is it, Snake: the final showdown with Metal Gear! You'll need to throw Chaff grenades to throw off his tracking missiles, then quickly switch to your Stinger and unload some missiles at his Radome collector dish. Stick and move. His tracking missiles will attack where the last Chaff grenade landed. Keep the grenades and the Stingers flyin'."

Form 2-Open Cockpit

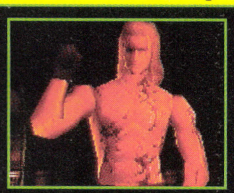
"Chaff grenades won't work here. You'll have to run under his legs to confuse him. You can actually shoot him from behind and underneath the main cockpit. As long as you stay behind or under him, you'll be fine. Just watch out for his left leg—it'll do a smash attack that instantly kills you."

—C. Campbell

Form 1-Fully Armored
- **Weapon to Use:** Stinger (7 missiles)
- **Time to Beat:** 5 minutes
- **Difficulty:** Medium/Hard

Form 2-Open Cockpit
- **Weapon to Use:** Stinger (7 missiles)
- **Time to Beat:** 3 minutes
- **Difficulty:** Medium

Boss 10: Liquid Snake







"It's time to finish it, Snake! Use your hand-to-hand skills to their fullest. You'll have to rely on your 3-hit combo, because throwing and choking won't work on Liquid. One thing to remember: Don't square off with him; use hit-and-run tactics. Hit him two or three times, then run away. Step and repeat. Be quick. You only have three minutes. Also, when he's near death, make sure to fight him near the edges. If you don't push him off, he'll keep regaining health until you finally do knock him off."

—C. Campbell

- **Weapon to Use:** Hand-to-hand (65 hits)
- **Time to Beat:** Under 3 minutes—or else!
- **Difficulty:** A real pain...

The Escape...



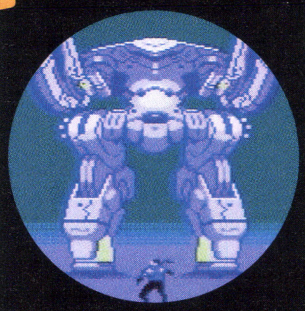
"Snake, after you throw Liquid from the Metal Gear, you'll be forced to escape through the emergency tunnel. There are three Rations. The first one is outside in the room where you start. The second is right next to the steps in the first room. The third is right under the lower-left Jeep. Grab it and jump in! Make sure you blow up the barrels—they are what will take out the grates so you can continue on! Press Square to go into first-person View Mode; it makes it much easier to aim accurately. When you break through the second fleet of guards, you'll be greeted by Liquid again in another Jeep! Keep waving your aimer back and forth. It will allow for greater bullet spread, increasing your chance for a hit. You have infinite ammo, so hold the Fire button down the whole time."

—C. Campbell





METAL GEAR SOLID



Don't Read This Strategy!

by Mark MacDonald & Greg Sewart

Well, you can read it if you like, but the best way to really enjoy a great game like Metal Gear Solid is to play through it on your own first. In fact, the nervous anticipation of what lies around the next corner and wanting to know what will happen next in the story is 90 percent of the reason to play this game in the first place. To get the most out of the game, get as far as you can on your own first and only refer to this guide when you get really stuck. Trust us, you will get stuck sooner or later.

Once you've beaten the game and unlocked all the special missions for each stage, the maps here will become especially useful. Use them to plot your battle plan ahead of time and to meet every goal the game sets for you.

Good luck on your new mission, Snake. Show them why you're the "Legend."

database

time to complete 7-8 hours
challenge Easy to hard
best item The Fogger
best character Snake, of course
best advice Marionette Owl is a man, baby, yeah!
also try MGS (PS)
system Game Boy Color
publisher Konami
developer KCEJ

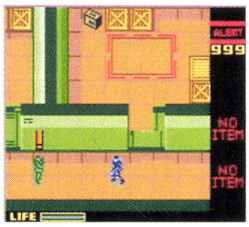
EVERYONE E CONTENT RATED BY ESRB

www.konami.com

General Tips

Ration Your Rations: Equip Rations when you are low on health. When health runs out, your next Ration will automatically be used.

The Doors: Some doors open when guards are alerted; some close and lock until the radar goes back to normal.



Not Getting Caught: Guards have a pretty short field of view. If you are far enough away, you can run past even if they are looking in that direction. You also can't sneak by the cameras without being seen, so use Chaff Grenades to knock them out, or hide in a cardboard box until they pass over you.

Zig Zag: When running from alerted Guards, try to move in a back-and-forth, zig-zaggy manner. This way you'll avoid any shots they take at you.



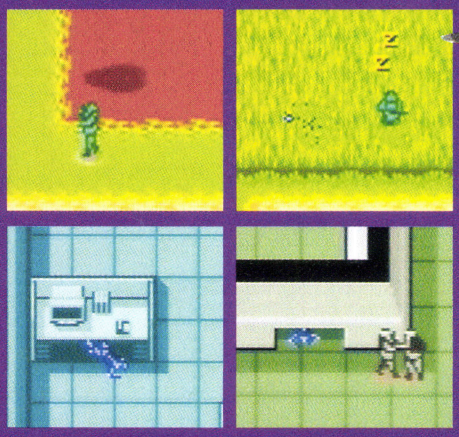
Special Stage Select: This opens up after you beat the game the first time. Here you can challenge three new missions for each level of the game and find out more of the game's story.

Grates: Avoid making noise on grates by crawling.

VS Battle Mode: If you have a Link Cable and two copies of Metal Gear, you can take on a friend one-on-one.

Evading Guards

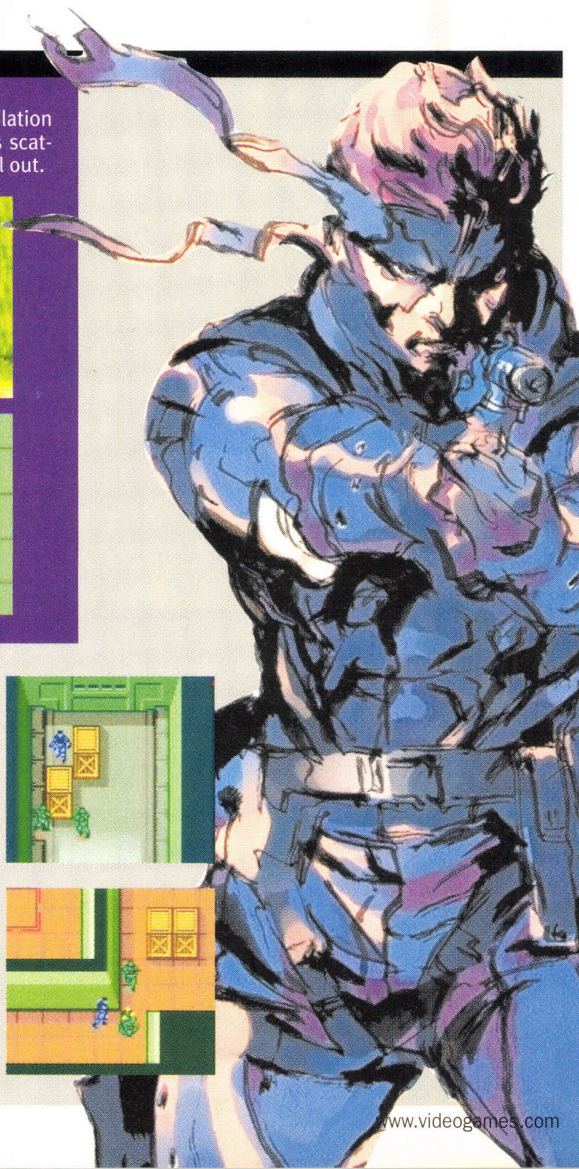
Hide! You can hide in mud, tall grass, ventilation shafts, under desks and in special hiding spots scattered throughout the levels until the guards chill out.



Truckin': If there's a truck around, run into it and get behind the boxes. Wait there for a while and the guards will eventually get bored and leave.

"Corner" Guards: Turn a corner, face backward and just start punching like crazy. If you are lined up right, you can take down any guards coming round the bend before they can touch you.

Run! Just run away. Sometimes, if you make it to the next room, the guards will automatically go off alert. If they are still after you, quickly go back and forth between rooms for a few seconds until the clock runs out. This doesn't give any guards the chance to enter the room before you leave it again.



www.videogames.com

Notes About the Maps

Red Lines: Guard paths. The white dots are spots where they stop and look around.

Green Lines: Paths where you should shoot your Nikita missiles.

Continue: Passing a Continue marker will let you start from that point after you die instead of having to go back to the beginning.

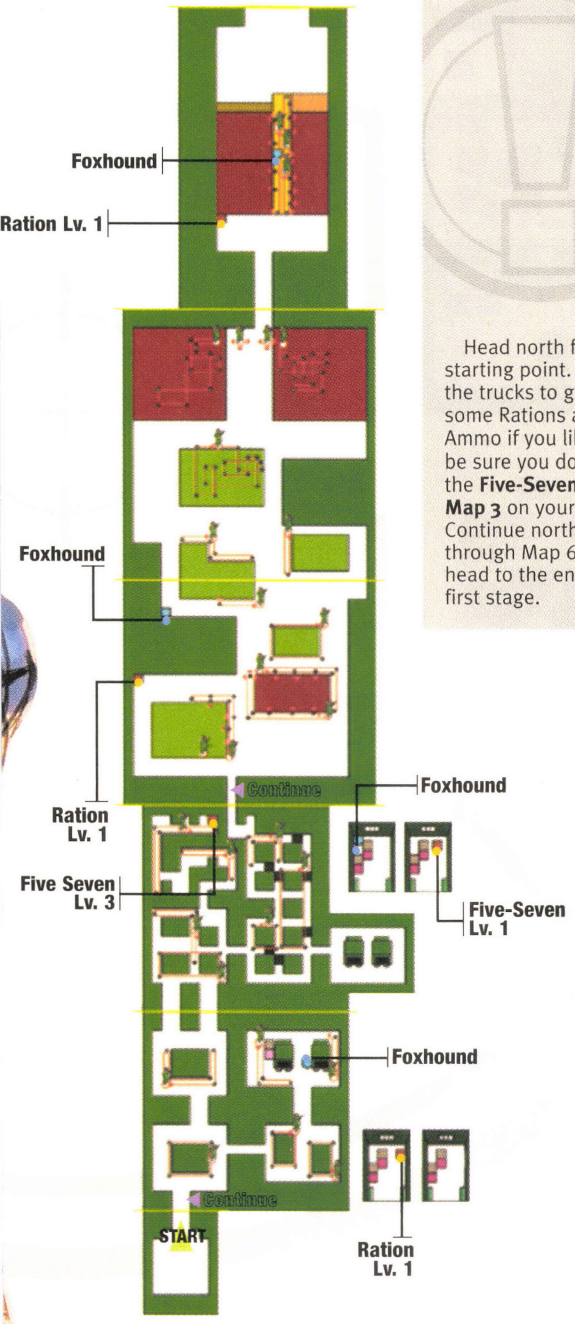
Fox Hound Markers: These show where you can find the Fox Hound emblems in the Special Mode you open up after you beat the game.

Numbers on Doors: You need an ID Card of a level greater or equal to the door's number in order to open it.

Green Parts: These are grates; crawl over them or you'll make noises that can alert guards.

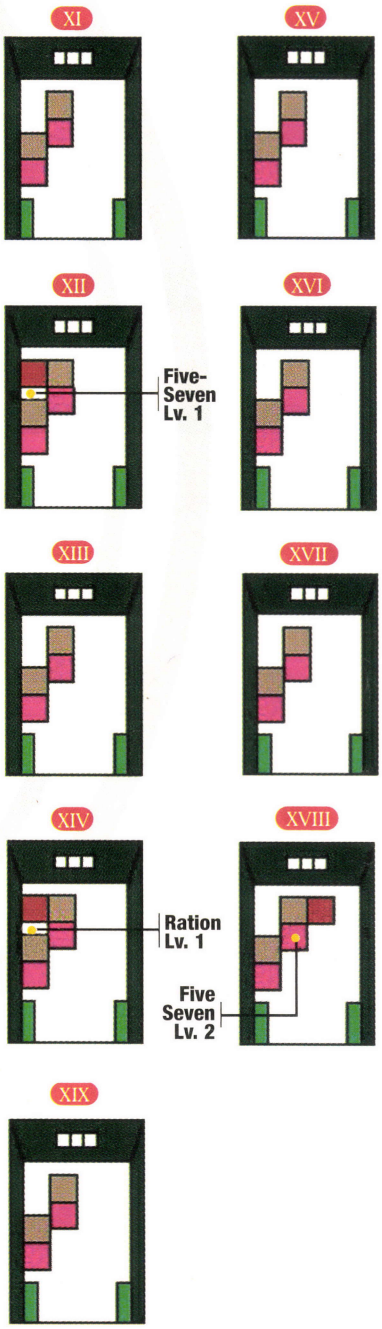
Other Notes:
- Some guards only appear when the game is set at certain levels of difficulty.
- The Lv. (level) number after items refers to the difficulty level at which you are playing. Some items only appear at certain difficulties. (Lv. 0 = Easy, 1 = Normal, 2 = Hard, 3 = Very Hard) If the level number is lower than the difficulty you are playing at, that item will not appear.
- Some item labels are a bit small and hard to read on the maps—sorry! But don't worry, anything really important is called out in the text.

Starting Jungle



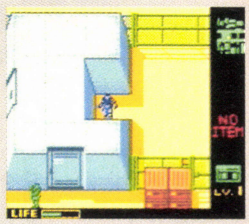
Head north from the starting point. Stop by the trucks to grab some Rations and Ammo if you like—just be sure you don't miss the **Five-Seven on Map 3** on your way. Continue north through Map 6 and head to the end of the first stage.

The Base

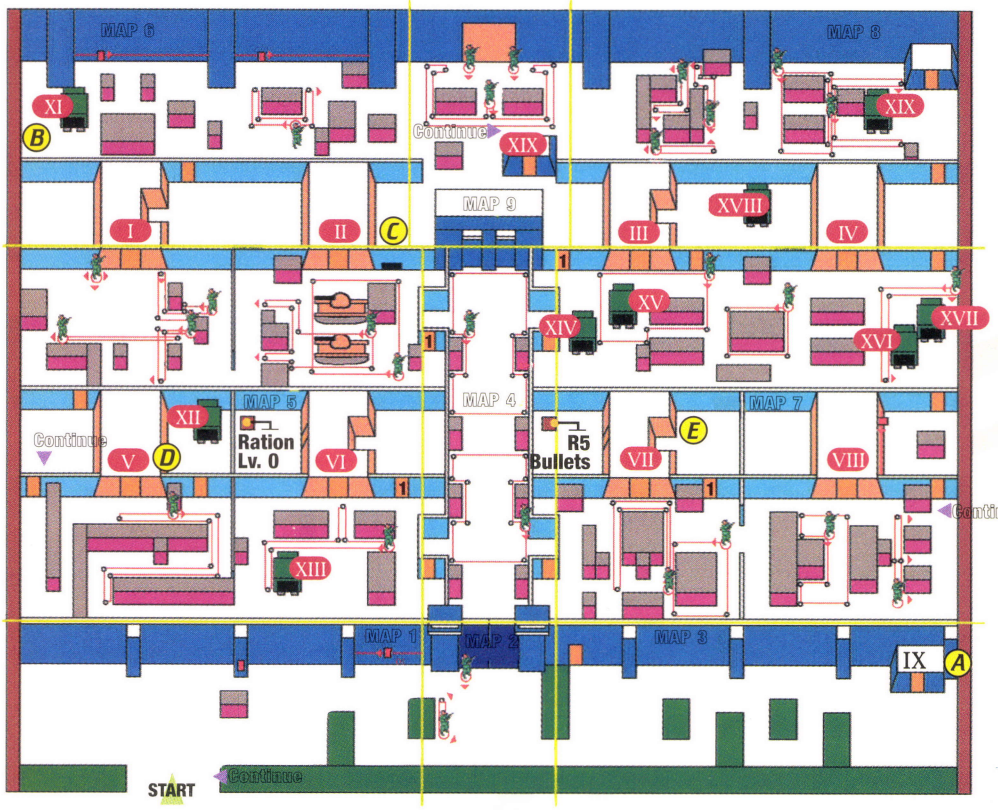


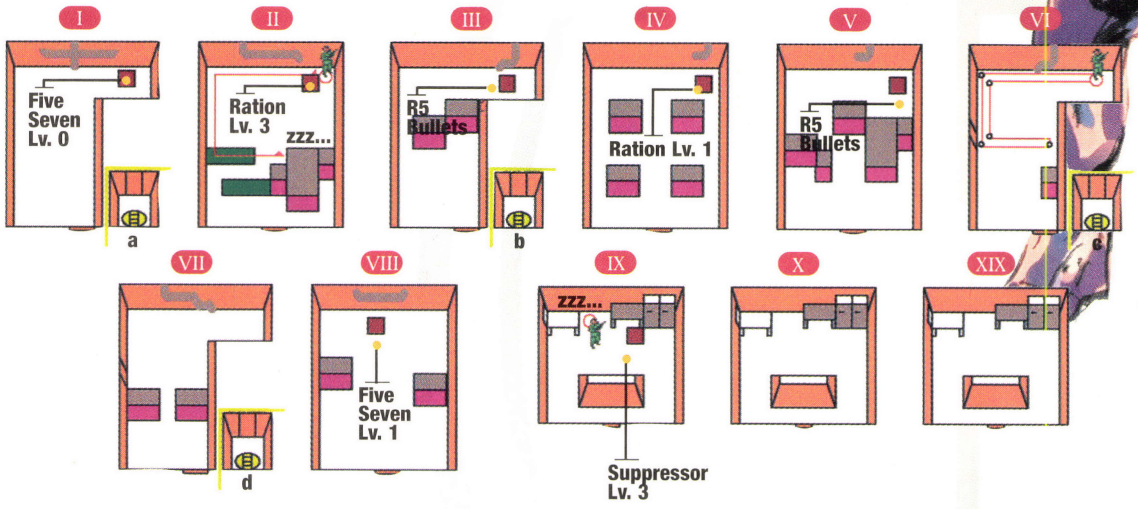
Head all the way east until you hit a wall, then enter building A (see Map 3 on page 76) and get the **Suppressor.** Then, make your way up the right edge of the level (through Maps 7 and 8) and across to **grab the ID Card Lv.1 in the truck** in the northwest corner of the map (B).

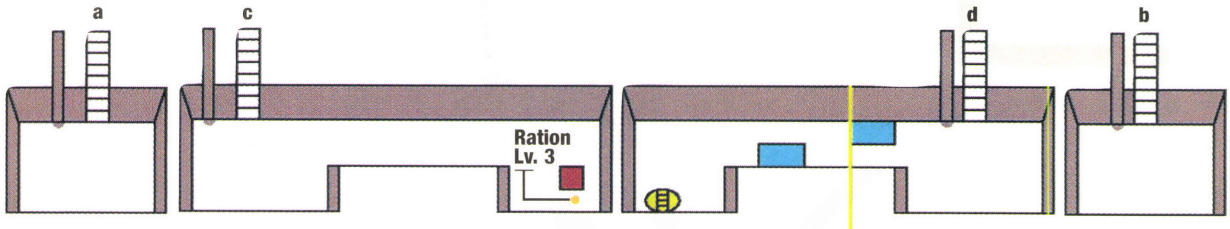
Next, head through the **hole in the fence at C** to Building V to get the R5 Rifle (D). Use the map to get to the east side of Building VII on Map 7 (E). **Walk through the wall** and head down the ladder to enter the Sewers.



The Base

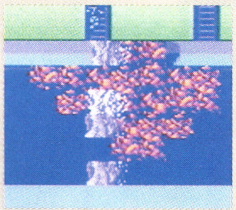

MAP 6
MAP 8
XI
B
Continue
XIX
XIX
MAP 9
I
II
C
III
XVIII
IV
XV
XIV
XVI
XVII
MAP 5
MAP 4
MAP 7
XII
Ration
Lv. 0
R5
Bullets
E
Continue
V
D
VI
VII
VIII
Continue
XIII
MAP 1
MAP 2
MAP 3
IX
A
START
Continue


I
Five
Seven
Lv. 0
a
II
Ration
Lv. 3
zzz...
III
R5
Bullets
b
IV
Ration Lv. 1
V
R5
Bullets
VI
c
VII
d
VIII
Five
Seven
Lv. 1
IX
zzz...
Suppressor
Lv. 3
X
XIX

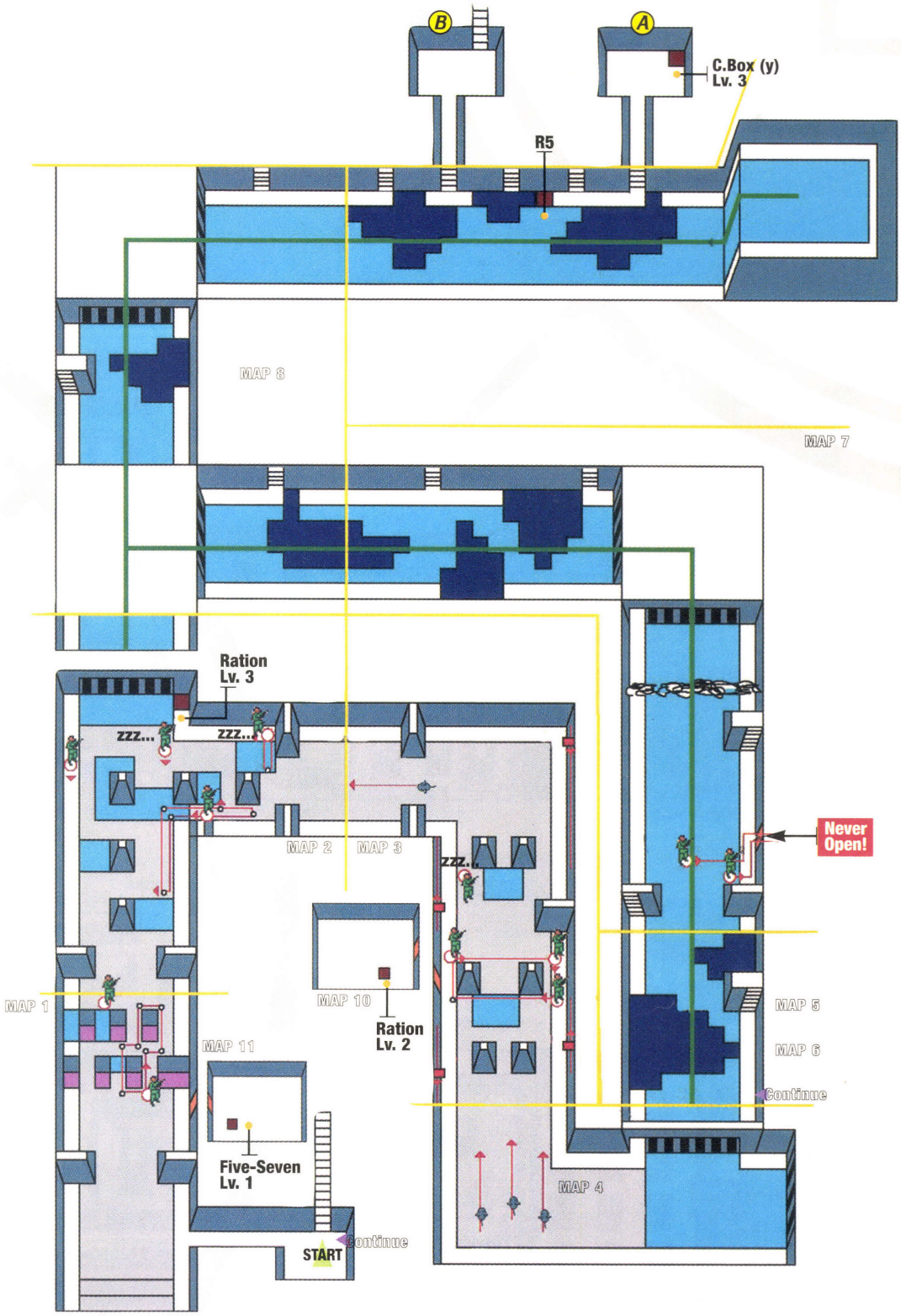

a
c
Ration
Lv. 3
d
b

The Sewers

First, sit back and dig the funky tunes. Aww yeah...OK, now back to business. There's not too much to say about the Sewers—just follow the maps and grab items along the way. **Climb up the ladders to avoid the big wave that comes**



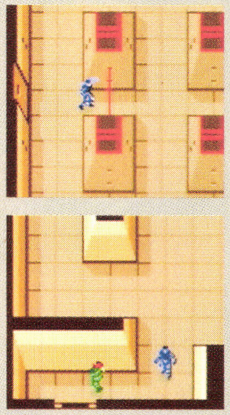
every few seconds in the second half of the level, and run to the next ladder between waves. Get the Yellow Cardboard Box at point A and head back up and out of the level at point B.



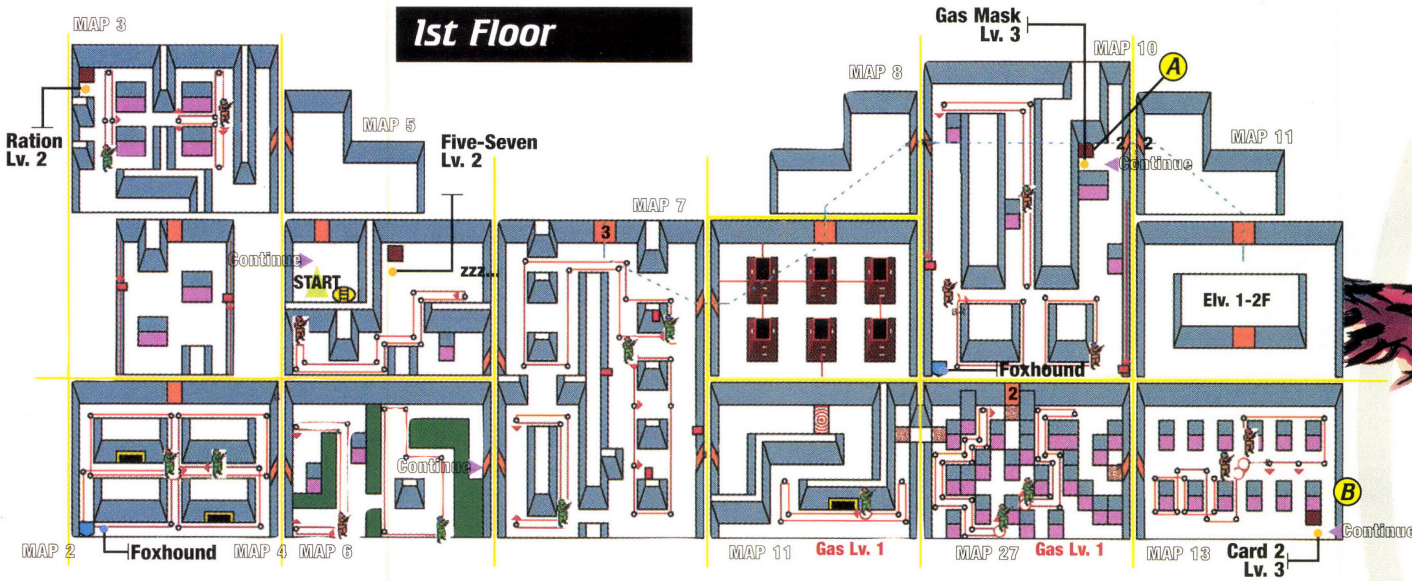
The Tower

On the **1st Floor,** you have to find Chris, but first you need the Gas Mask. The Gas Mask is located at point A, but you'll have to **use the Fogger to get past the lasers on Map 9**. Next, head back to Map 7 and go through the lower door that will be on the right. Continue east to **Map 13**, where you'll find the **ID Card Lv. 2** (marked B). Then, go back to where you found the Gas Mask and use your new ID Card to go through the door there. After that, take the elevator up to the next level. (Punch the button next to the elevator to call it down.)

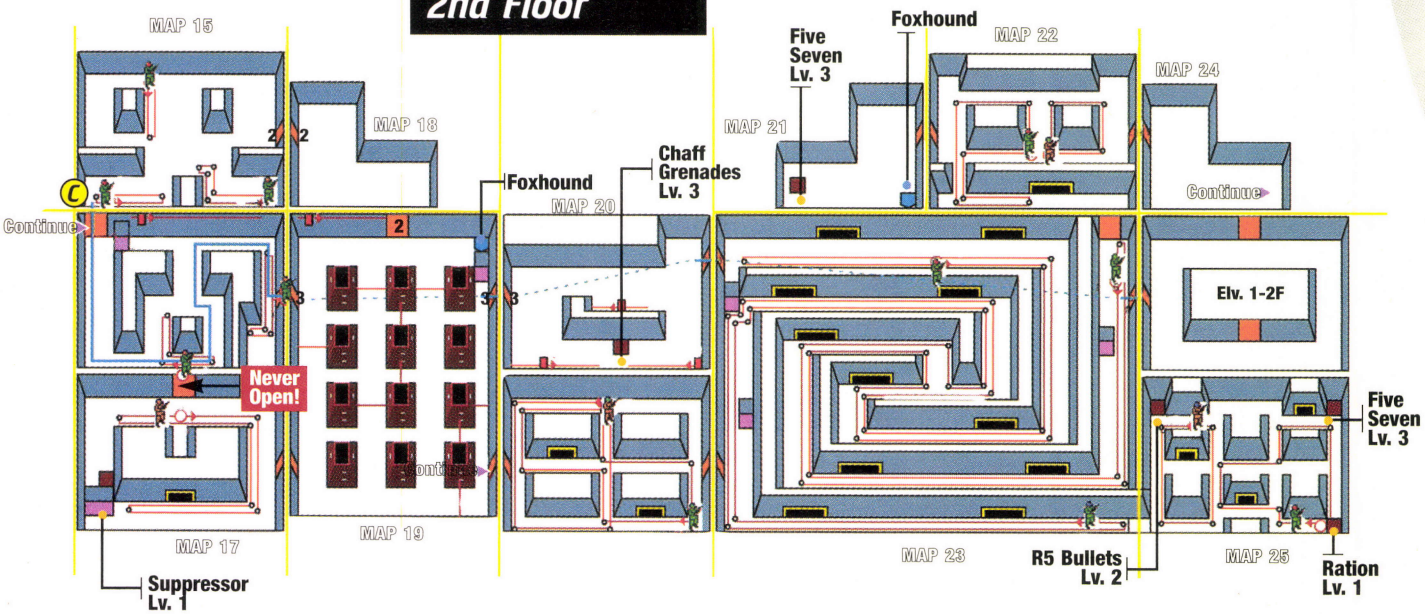
On the **2nd Floor,** grab any of the goodies you like **(if you haven't gotten the Suppressor, Five-Seven or R5 Rifle, you can get them here**—check the map. When you are ready, go through the north door on Map 19 and find Chris at point C on Map 16. After a brief conversation, follow Chris (the dashed blue line on the map) to the elevator and get back to the first level. Continue following her through the door at the top of Map 7 to the next level.



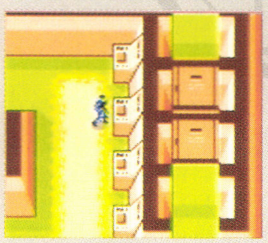
1st Floor



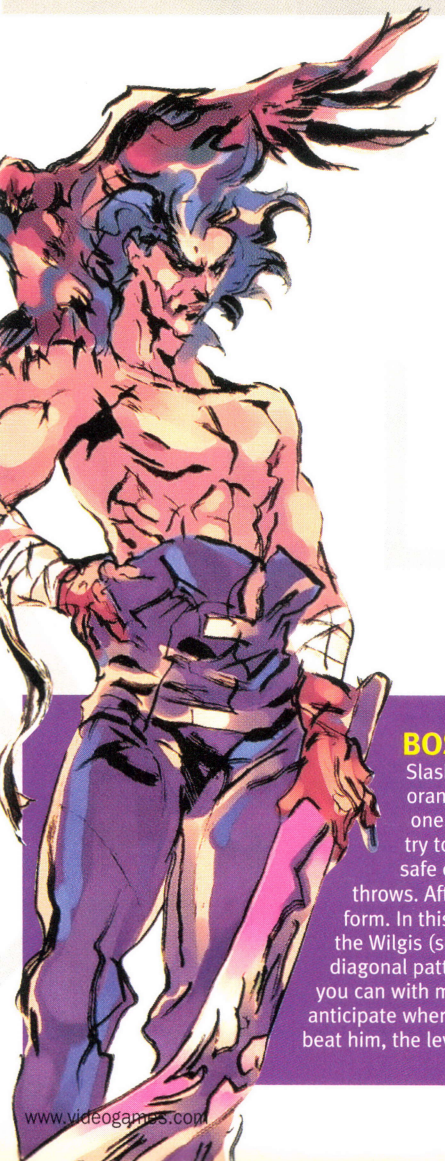
2nd Floor



Jungle Path



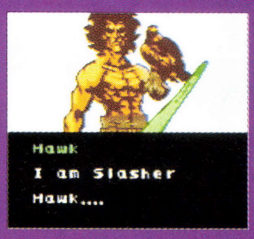
Once you say goodbye to Chris, head east to the door puzzle. **Trigger the switches in this order: top switch once, second to top once, third from top three times, second to top switch once.** If you mess up, hit the bottom switch at any time to reset the puzzle. Continue up past the dogs and guards, and ignore that annoying spinning boomerang that flies in every once in awhile. On Map 7 you have the option to go right or left—you need to do both eventually, so just pick one way for now. Go all the way up to Map 11, hit the switch there and head back to Map 7. Once you're there, go the other way to Map 11 again. Grab all the Grenades you can and exit to the north for the first boss.





BOSS: Slasher Hawk

Slasher Hawk throws two different Wilgis—the orange one shoots straight at you and the green one moves in a zig-zag pattern. Watch closely and try to avoid them—always keep moving. From a safe distance, toss Grenades at him each time he throws. After you hurt him a bit, he will go into his second form. In this form, his hawk comes after you *and* he throws the Wilgis (sometimes both Wilgis at once). Keep moving in diagonal patterns to avoid the hawk and hit Slasher when you can with more Grenades. He runs back and forth, so anticipate where he will be and throw ahead of him. When you beat him, the level is over.



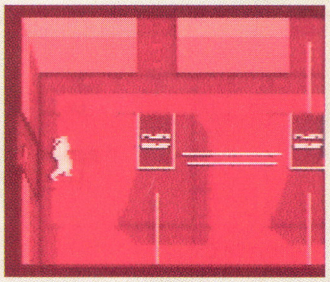


The Barracks

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This is where the game gets tricky, so pay careful attention. Hop in the elevator and take it up. Get in the Yellow Cardboard Box (Y) and ride the conveyor belts at the top until you are dropped off. From there, **grab the Red Cardboard Box (R)**, then use the maps to find your way back to the elevator so you can go back to the conveyor belts. Start with the Yellow Box, but after the fourth intersection, change to the Red Box. You'll arrive in room A on the map. Take the ladder down and **grab the ID Card Lv. 3**.

Next, head back to those conveyor belts. This time take the following boxes through the intersections: Yellow, Yellow, Yellow, Red, Yellow, Red. This will get you to room B (Map 33). Go through the door and

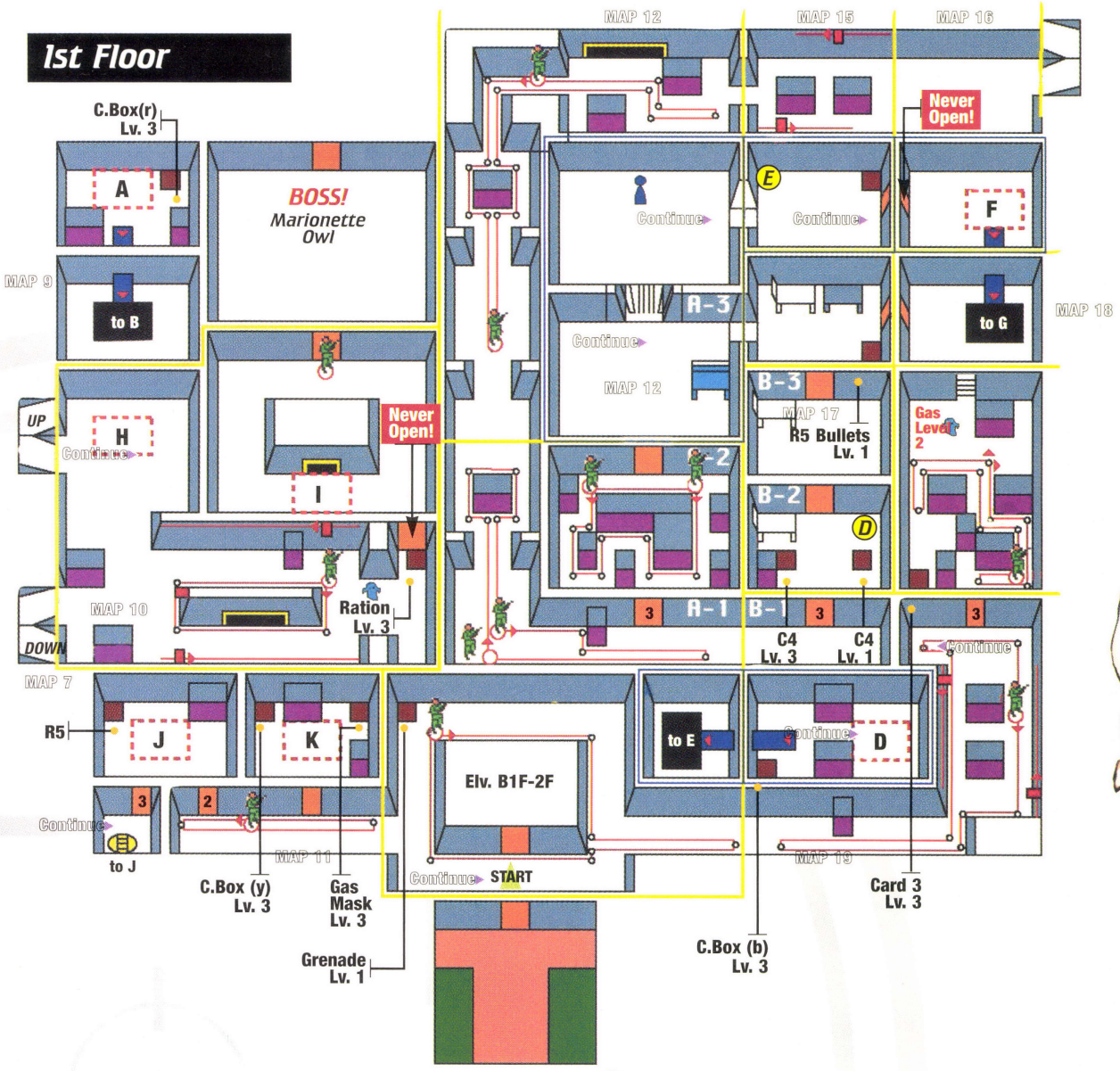


ride down the small conveyor on the other side to the "To D" lift. **Grab the Blue Cardboard Box** (B) where you reappear and take the conveyor out.

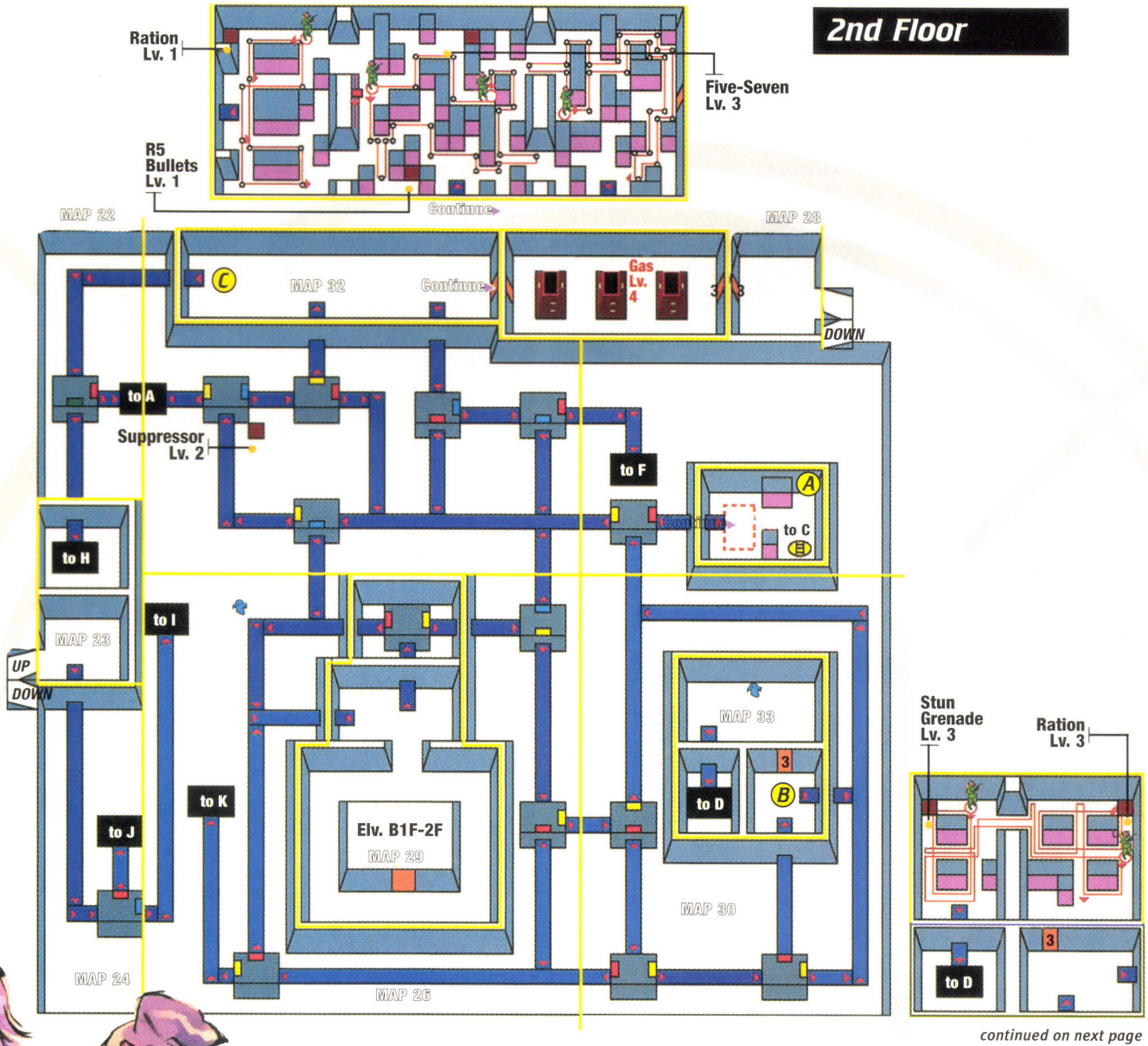
Now, it's back to the conveyor belt level once again! This time you want to get to Map 32 at the top of the level (C). To do that, you'll need to use the following Cardboard Boxes at the intersections: Yellow, Blue, Yellow, Blue, Yellow.

Once you're in Map 32, get on the conveyor on the bottom right of the room and ride through the first intersection in the Blue Box and the second in a Red Box to the lift marked "To F" on the map. Grab the Thermal Goggles in the room to left of the one you reappear in, then exit and find your way back to (you guessed it!) the conveyor belt level.

Get up to Map 32 again (Yellow, Blue, Yellow, Blue, Yellow), this time exiting through the door on the east wall. Continue through Maps 27 and 28 (use the Thermal Goggles to get through the darkness in Map 27) and then head down the steps.



2nd Floor



continued on next page



Make your way to Map 12 to meet Jimmy. After your meeting, head to Map 17 and **grab the C-4 at point D**. Go back to the conveyor level yet again (you can blow the left wall in the room above where you got the C-4, but all that will happen is Jimmy will mock you).



The Barracks

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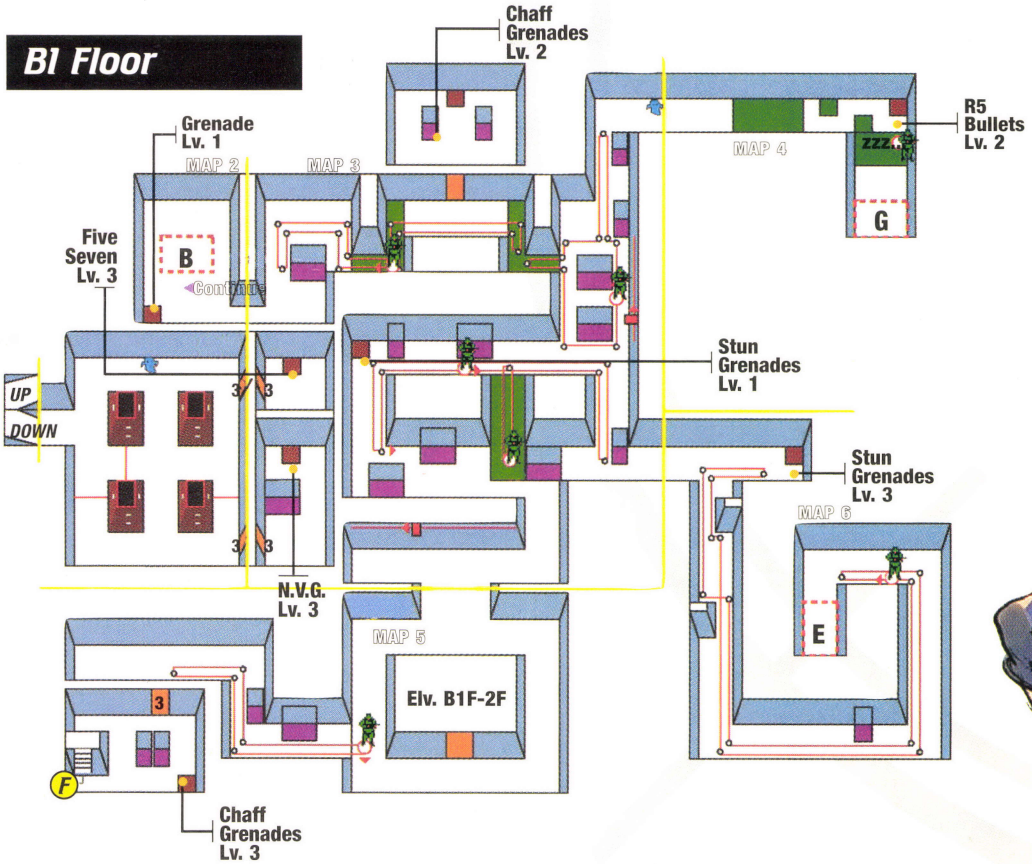
You need to get back to the same room where you got the Thermal Goggles. So, on the conveyor floor, head up to Map 32 and exit down the conveyor on the right. Use the Blue and Red Boxes just like last time, and once you are taken down the lift "To F," **use the C-4 on the left wall of the room to the left (E)** to rescue Jimmy and finish the level.

Now that the power is shut down, put on the Thermal Goggles and head down the conveyor and up the lift. Since the power is off, you can't use the elevator, so you need to go up the ladder in the lower-left corner of the level (F). Next, go up the ladder on Map 21 (where you got the ID Card Lv. 3) and get back to the conveyor belt level. Again, since the power is off, you can run on the belts (crawl to make it through the intersections). Go left and up to Map 32, then exit on the belt on the west wall of that room. Head down and get to the lift marked "To H."



Go down the upper set of stairs on the left side of this room first, and **get the Night Vision Goggles from the room through the bottom right door.** Put them on—pretty cool, eh? Now head back up the stairs, then go up the other set of stairs there to the conveyor level. Go down on the belt and through the intersection to the lift marked "To I." Finally, head up through the door and get ready for the second boss.

B1 Floor

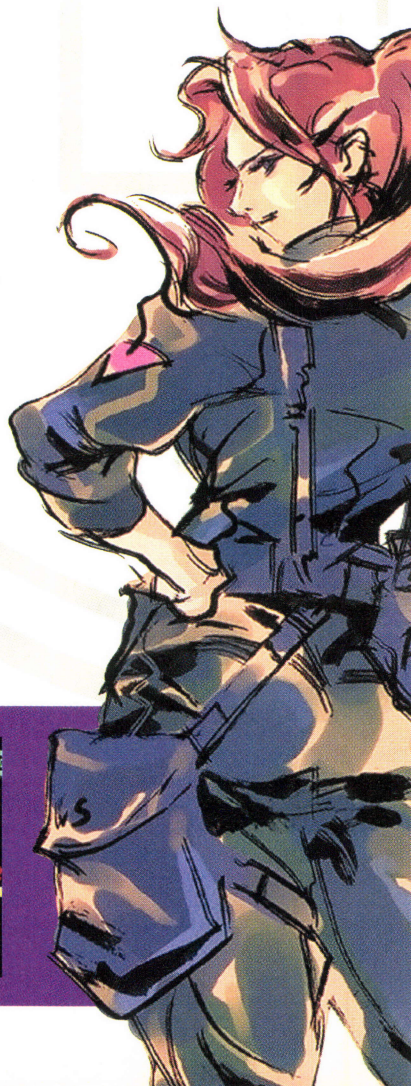




BOSS: Marionette Owl

Equip your R5 and make sure you hit Marionette and not his dolls (they throw out knives if you shoot them). When he blinds you, equip the Thermal Goggles to see him again. You might have to use a Ration or two, but he shouldn't be too tough.

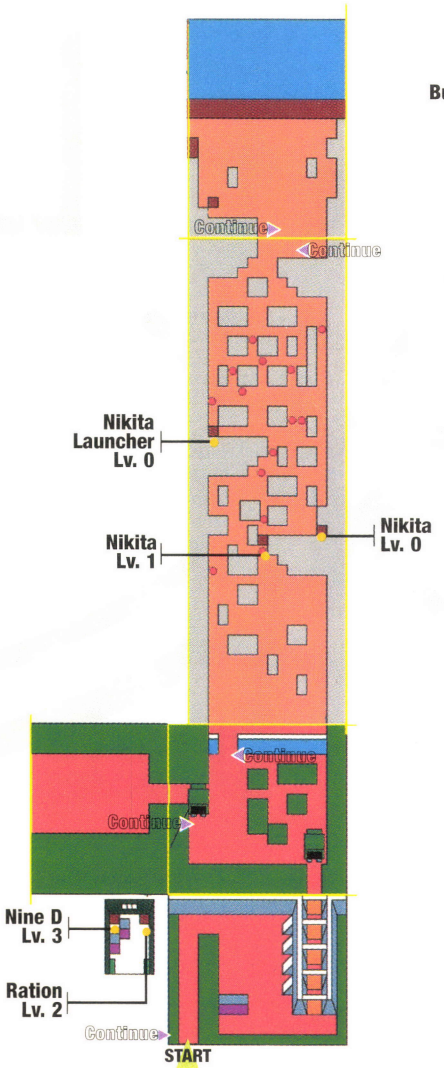




Cliff

Ah, another door puzzle...This one is a bit trickier than the last, since the buttons do different things sometimes. **Press the buttons until only the second and fourth doors are shut**. Now, walk through and they will open as you pass. **Grab the Mine Detector from the truck**, equip it and head north to Map 5. Watch for the Mines on your Radar, or just look at our map to see where they are. There will be a cutscene, then you've got to run back down south. Another cinema will engage, then it's time to take on the Power Plant.

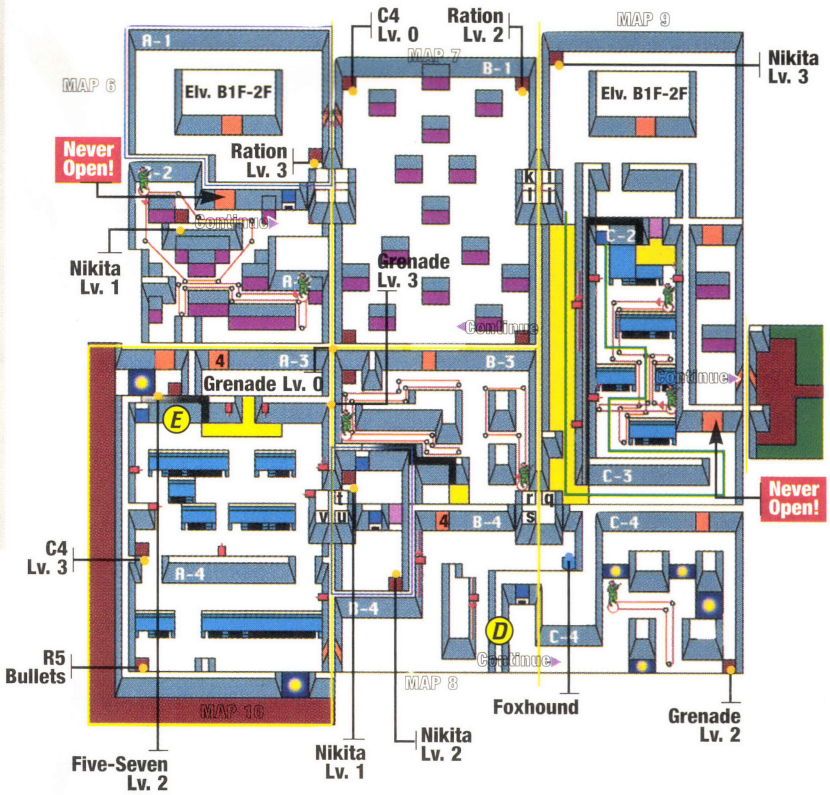




Power Plant

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1st Floor

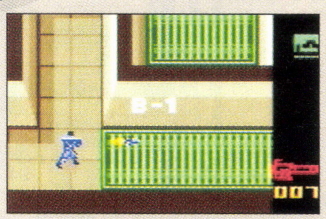


The first thing you'll need here is the next level ID Card, so take the elevator down and crawl into the ventilation shaft at point A. Take that to its only exit and go through the next two rooms until you reach Map 22. **Find the ID Card Lv. 4**.

Next, head back to the elevator and go all the way up to the top floor of the plant. Shuffle between the blocks in Map 13 (follow the first two Green Paths marked on the map) to get to the lower-right door of the room. Crawl through the vent (B) on the other side of the next room and you'll find the **Body Armor** as well as some C4. Go back through the vent and negotiate the blocks of Map 13 again—this time, follow the last path on the map (Red Path #3) to make it through the room—**Map 11, the Nikita Launcher and ammo** will be waiting for you on the other side.

Exit to the right and fire a Nikita missile over the electrified floor so it hits the control panel at point C. Cross back to the elevator and take it down one floor to the ground level.

Now, you've got to shoot a Nikita missile along the Green Path shown on Map 9 to destroy another control panel. Once done, head down the

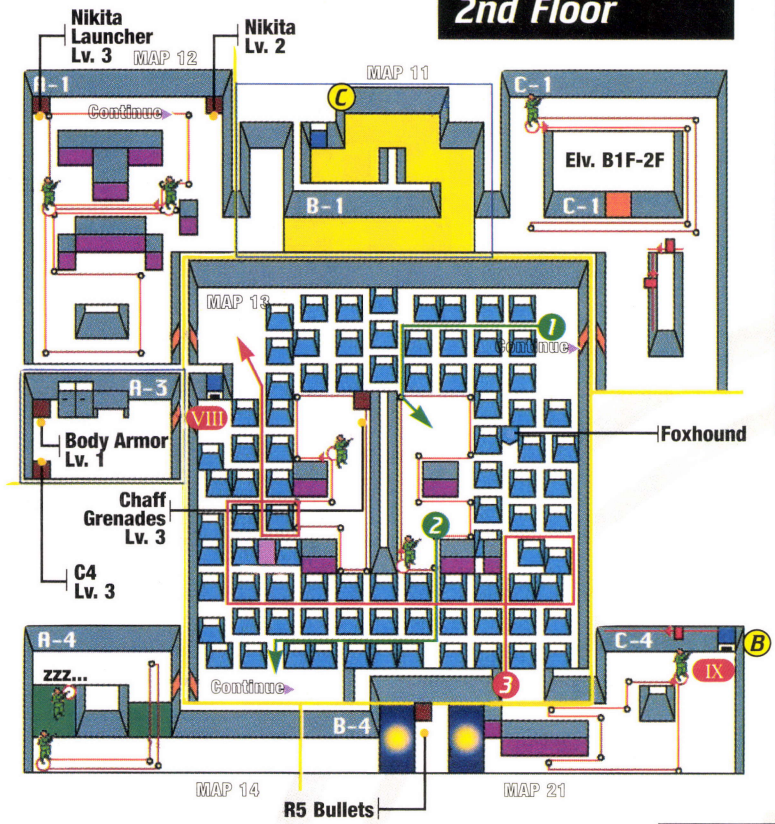


hall and through the south door, then blow up the wall (D) with some C4. Go to Map 10 and take out the control panel (E), using Chaff Grenades to get by the auto-guns. Head through the north door and get into the vent (F). Destroy the panel on the other side, then go back the way you came to Map 8. Go through the two doors to the north and get ready to fight the next boss.

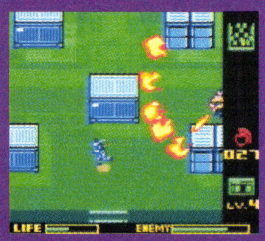
Power Plant

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2nd Floor

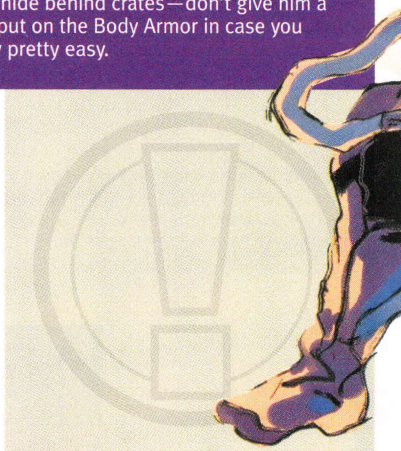






BOSS: Pyro Bison

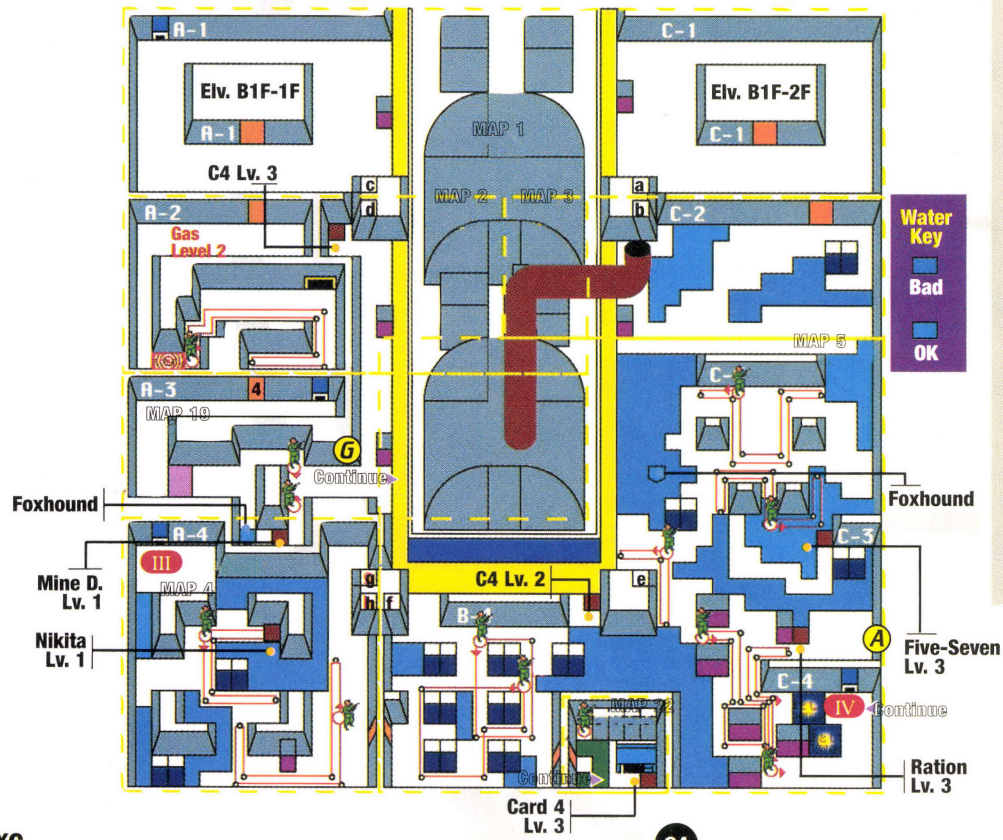
You can choose how you want to take this guy out—luring him over the Mines you drop, tossing Grenades (our favorite method), setting C4, whatever. Just keep your distance and hide behind crates—don't give him a clear shot at you (put on the Body Armor in case you get hit). He's really pretty easy.



Once you beat Bison, take the elevator down to the basement level. Get to point G on Map 19 and plant C4 on the four columns. This part takes some leg work—**you need to check all the spots marked with lower case "a" through "v" on the basement and first floor maps; then, place C4 on those that are missing parts**. Check all the columns on both levels (the missing sections are randomly placed) until you have C4 placed on each one of the four. Once you do, it's time to leave. To exit, make your way to the door where you first entered the Power Plant.



B1 Floor



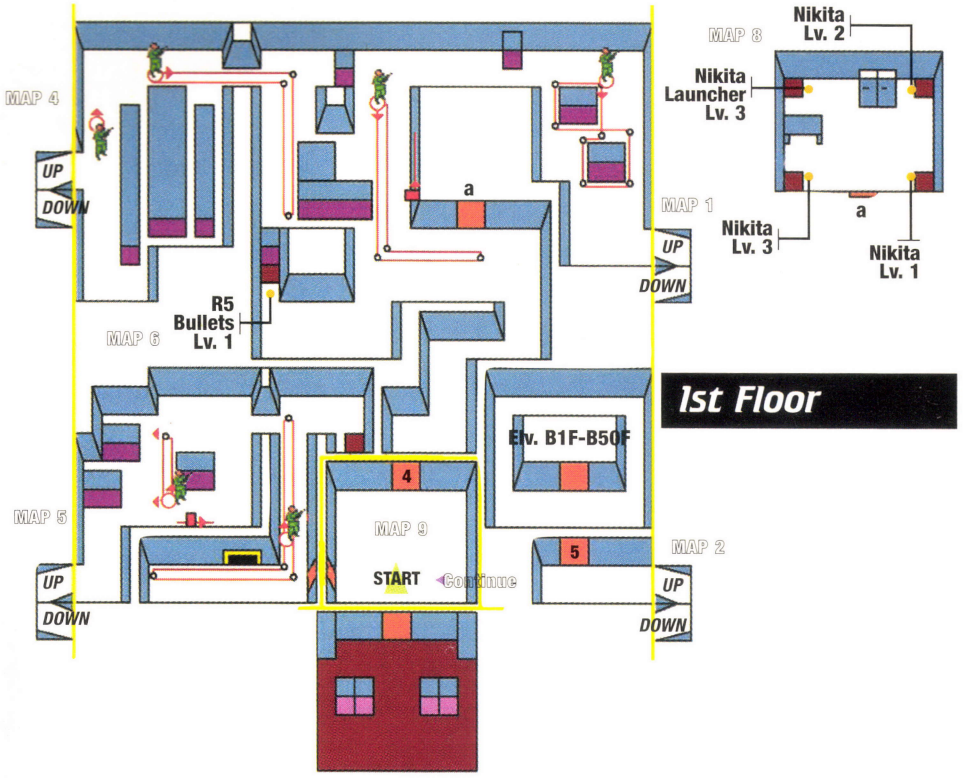
Research Facility

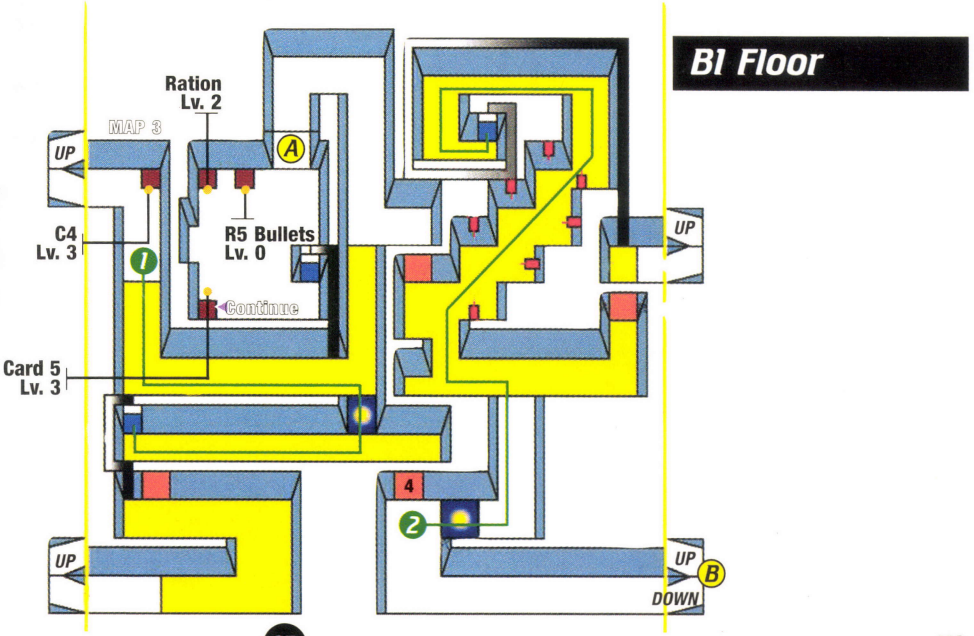
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Head up through the door to the north, then go down the steps (Map 4) on the left side of this room to the lower level. Fire a Nikita down Green Path #1 and destroy the panel there; then, go back up the steps and find your way to the steps marked at Map 5. Walk around and take out another panel with the Nikita as shown by Green Path #2. Head back up the stairs you came down and go through the upper-right stairs (Map 1) on the first floor. Walk around and **bomb the wall at point A with C4.**

Take out the panel in this room and **grab the ID Card Lv. 5.** Head back up the steps and then make your way down the lower-left steps on the main level (Map 5). Next, go past the spot where you fired Nikita missile #2 and head up the steps marked at B. You'll find an elevator there that will take you to the 50th floor. From there, head up the canyon, grabbing items along the way. Soon you'll face the next boss.

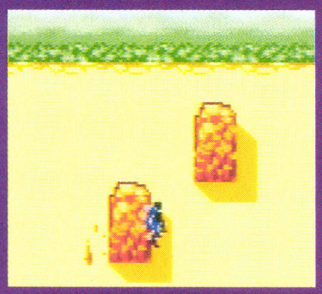




BOSS: Helicopter

Equip the Body Armor and toss grenades at this boss to knock it down. When it starts to shoot machine guns at you, run away and hide against any of the surrounding columns. The chopper will move eventually—but watch out for the bombs when it does.



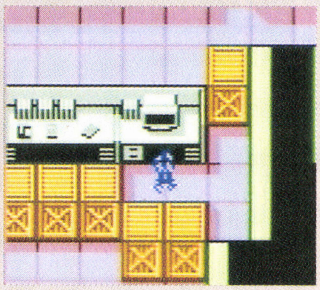


Research Facility

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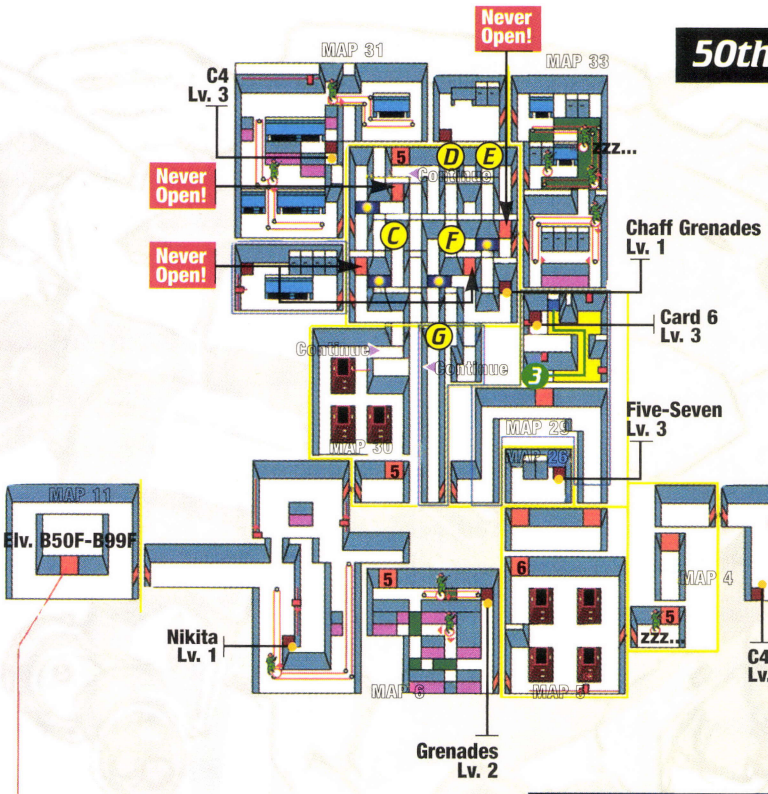
50th Floor

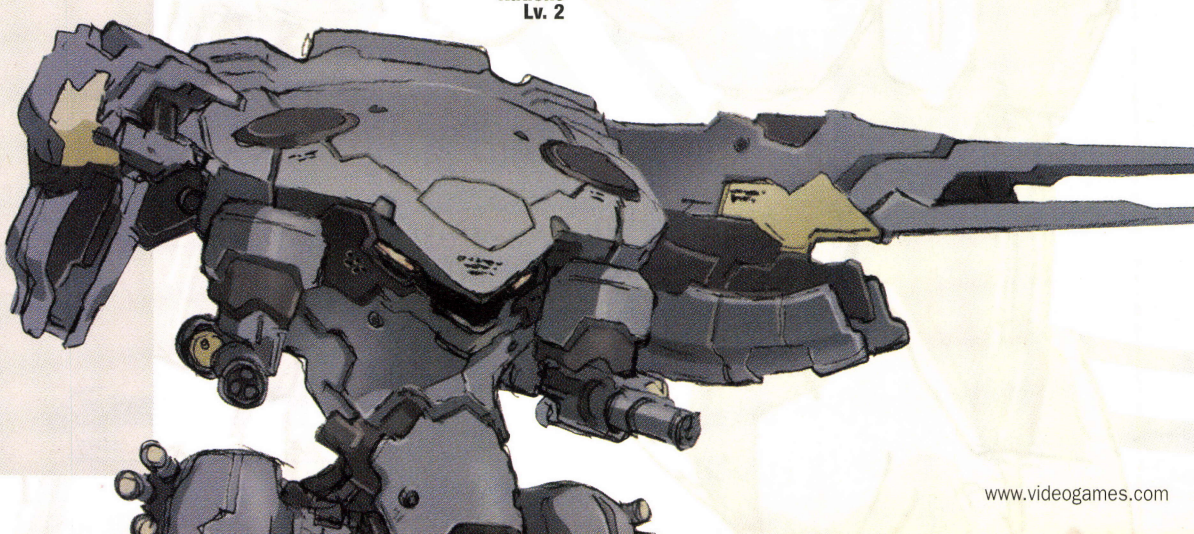
Watch out for the Mines in this first room. Follow the maps (equip the Night Vision Goggles when it gets dark) and use C4 to blow the walls at point C, then again at points D and E. (You can crawl under that desk to get the C4). Next, blow the walls at F and G and continue to the room where you see the green Nikita Missile Path #3 and ID Card Lv. 6. Now you can head to the elevator on Map 11 and take it down.



98th and 99th Floors

Just grab all the items that you can—you'll need 'em for the final bosses. When you're ready, go down to Floor 100.



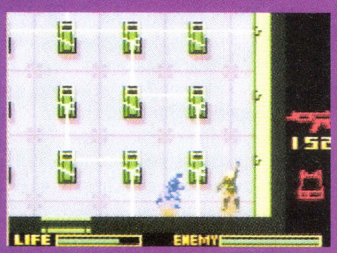


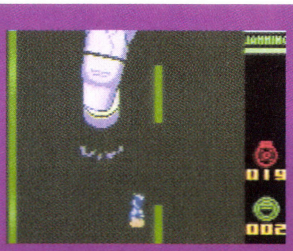
100th Floor

Grab items on your way to fighting the next boss, Viper, on Map 15.

BOSS: Viper

OK, this guy is tough. Equip your Body Armor and the R5; then, watch out for the flashing square. Don't stand between any two posts when the laser lines form. Wait for them to form, and, when they do, try to get on a straight line with Viper to shoot him. If you get stuck diagonally from him, you can toss Grenades. This will probably take you a few tries, but be patient and you will get him. Once you beat him, grab all the items you can and head all the way up north to face Metal Gear.

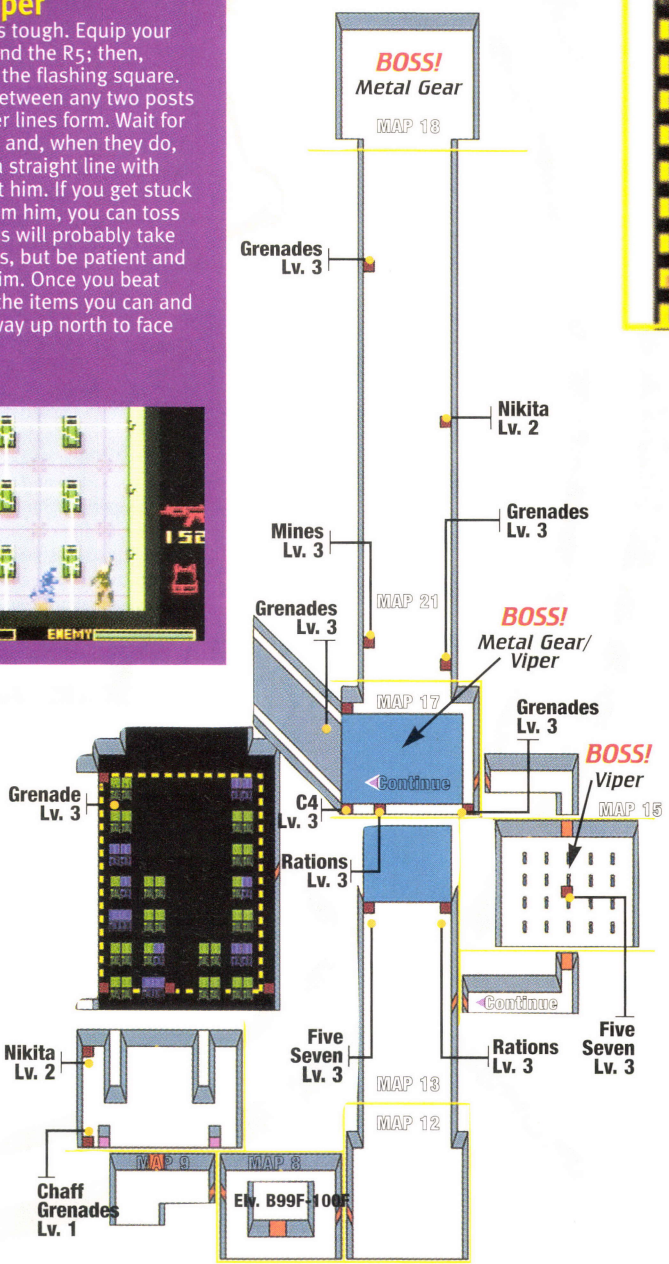


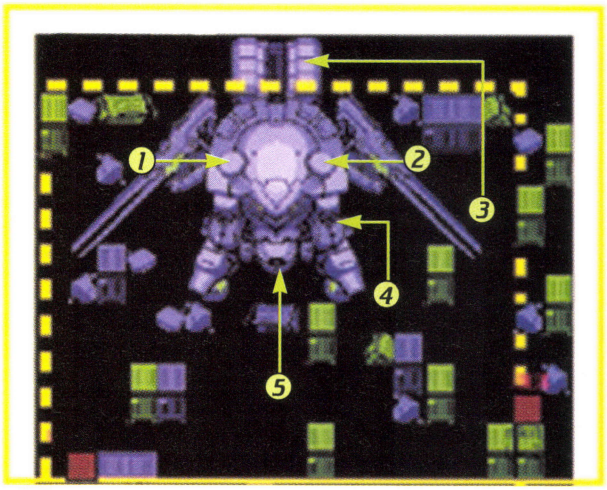


BOSS: Metal Gear (1st Form)

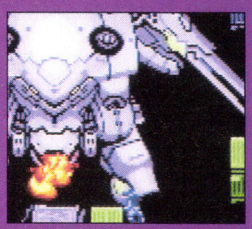
Run down, staying near the bottom of the screen. **Set Mines above you** just before the point where the shadow of Metal Gear's foot stops moving. You have to be fast! If you do it right, though, you can set the Mine and get away before its foot comes down on it. **Try counting to five once the foot shadow appears before laying the Mine** and see how that works. Repeat this until you take all its health and face the second form.

100th Floor



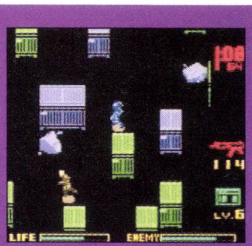


BOSS: Metal Gear (2nd Form)



Equip Body Armor and Grenades. Wait beside Metal Gear and toss Grenades on the machine gun turrets that pop up (marked 1 and 2 on the diagram). It'll take a few tries, but eventually you'll blow them off. Next, situate yourself here (below) and fire the Nikita at the machine guns on front of Metal Gear (Path #3 on the diagram). Once you hit the machine gun, Metal Gear's missile pack on its back will open up. Quickly shoot another Nikita down Path #4 to hit that missile pack before it shuts. Repeat this process over and over (Missile Paths #3 and #4) until the missile pack is destroyed and Metal Gear starts shooting flames from its "mouth." Now get here (right) and toss Grenades at that mouth (point 5) until it's done with. Hurray! Metal Gear is destroyed (again!)....but it's not over yet!

BOSS: Viper (Again)



For a final-final boss, Viper is a total wuss. Just equip the M5 and Body Armor and shoot him when you can. He moves fast, so you need to anticipate where he's going, but it's not too tough. He generally likes to alternate between the left and right sides of the little level when he teleports, so watch for that. Oh, and don't let him get close before you shoot or he'll knock you over with his sonic wave. Get him in fewer than 90 seconds and it's game over—you've done it! Good work, Snake!



Shoryuken Again

by Kenneth Miller
kenneth_miller@ziffdavis.com

Alright, so it's not EX3, but who cares? SF EX2+ has a ton of gameplay modes to keep you busy until your PS2 arrives. If you never got around to playing the arcade version, it's just SF EX2 with a few new characters and some tweaks to the old favorites.

What? You never played SF EX2 either? Well, just sit down with this one for a bit and I'm sure you'll get the hang of it. Unlike EX+ Alpha, which had lots of extra characters, this is basically just an arcade port with one added character (Hayate) and the usual extras like Expert Mode and Team Battle. The Expert Mode alone is almost enough to be its own game and that's just the beginning.

If you're bragging because you beat all the Expert missions, just wait till you try Maniac Mode. You'll quickly change your tune (to more of a pathetic whimper).

database

time to complete	About 15 minutes
challenge	Adjustable
best Super	Cosmic FAB
cheapest character	Kairi
best advice	Learn to do links
also try	SF EX+ Alpha
system	PlayStation
publisher	Capcom
developer	Arika

TEEN T
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THE GAME ENGINE

BASICS: Street Fighter EX2 Plus plays like a strange mix of classic Street Fighter 2 and the Alpha games. There's no air-blocking, but there are plenty of big Combos, Supers, and Juggles. One thing that will definitely throw you off if you're used to other recent SF games is the timing. You can pull off Normal Combos very slowly and still have them connect, while Excels have to be done very quickly. Most importantly, the time it takes to come out of Block Stun or get up off the ground is extremely long. You'll need to adjust your timing for doing wake-up attacks or reversals. It definitely takes some getting used to.

SUPERS: For the most part, the Supers are like those in Alpha 2. You can store three Supers at a time, though there is only one level per Super. Supers generally have high priority and will beat other attacks. Thus, an effective technique is the aptly named "Scrub Trick." Jump in on your foe and attack early so your attack misses (you want this). When you land, use a Super. The common reaction is to try to throw you when you land. If your opponents try something, they'll eat the Super.

Each character also has at least one Meteor Combo, which is just a level three-only Super. By itself, it does massive damage. It does less damage in a Combo, so use it alone unless you're trying to showcase.

SUPER CANCELS: You can Cancel almost any Special move into just about any Super. To do so, just perform the Super command after landing the Special move.

It is also possible to Cancel one Super into another—just perform the second Super command sometime while the first Super is hitting. You'll want to avoid this kind of Super Canceling, though, because it wastes energy. If your favorite character has a good Super Cancel, on the other hand, by all means, use it.

GUARD BREAKS: To use a Guard Break, press any Punch and Kick of the same strength together. This slow attack takes one Super Bar and cannot be Guarded. Guard Breaks leave your foes open to attack if they hit them on the ground; if you hit someone who's airborne, they'll float for your juggling pleasure.

New to SF EX2+ are Cancel Breaks. Cancel Breaks work like Super Cancels—use a Guard Break while attacking with a Special move or Super and you'll Cancel the attack into the Guard Break. This can be very useful if your Super was guarded and you'll be open to attack when it ends.



EXCELS: Also new to SF EX2+ are Excels. A strange marriage of Alpha 2's Custom Combos and Alpha 3's Variable Combos, Excels take one Super Bar and are activated by pressing any Punch and Kick of differing strengths. The Excel only lasts a short time, but while active, you can chain almost any normal or Special attack into itself or any other attack—plus you'll be free to move and Jump as you please. Although getting hit doesn't cancel the effect, it's likely to use up your remaining time. You can't perform Supers during an Excel, but you can Combo into one from the last hit.

Legend

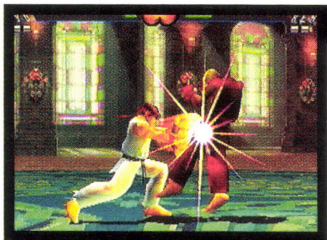
Because the game has a moves list built in, we're not including one here. The in-game list tells you how to perform each character's Specials, Supers and Meteor Combos. The legend to the right shows our notation for Combos.

WP: Weak Punch (Jab)
MP: Medium Punch (Strong)
HP: Heavy Punch (Fierce)

WK: Weak Kick (Short)
MK: Medium Kick (Forward)
HK: Heavy Kick (Roundhouse)

Combo Explanation

Standard: Easy to do with good damage, and no Supers needed.
Damage: Does at least 50 percent damage with as few Supers as possible.
Showcase: Sometimes you just want to show off. Use this Combo to showcase your mad skillz.



Ryu's Combos



Standard: Jump-in HK, Low MK, HP Hadouken
Damage: Jump-in HK, Low MP, Low MK, Hadouken, Shinkuu Hadouken, Shinkuu Tatsumaki
Showcase: Jump-in HK, Low MP, Low MK, HK Tatsumaki Senpuu Kyaku x 3, Shinkuu Hadouken

RYU

Ryu Basics

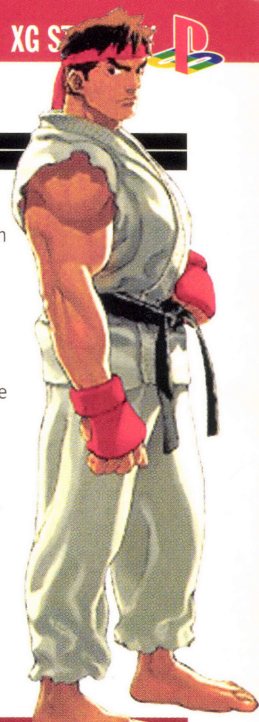
- Ryu is still king of the Hadouken—this makes him a formidable opponent in a game where projectiles are great anti-air attacks.
- Keep in mind that Ryu's Hurricane Kick is a repeated command that can hit four times; it's not just a single attack.
- Although Ryu's Shinkuu Hadouken doesn't do much damage, it's very easy to land in or out of Combos.
- Don't bother with the Shin-Shoryuken; it does good damage, but it has very short range. Only use it if you have a chance at a close-range counter attack where it will really hurt.

Using Ryu

- Although Ryu needs to be pretty close to do much damage, he doesn't need to be right on top of his opponent all the time. You can take a few steps back and still connect with a Low Roundhouse Kick or Low Medium Kick-into-Hadouken or Shinkuu Hadouken. Fireballs are a surprisingly good anti-air defense—if you throw one from a distance, there's a good chance your opponent will still land on it if he tries to Jump over it to attack you. Ryu is a well-rounded character, so be sure to balance your offense and defense in order to will your opponent.

Fighting Ryu

- The strategy to beat Ryu in SF EX2+ is pretty much the same as it has always been. The main thing to watch out for is his Hadouken. It often looks like you're going to clear it when you Jump, but most of the time you'll hit the tail end of it right as you try to attack (the computer is especially fond of using this technique to keep you away). If you're using a character with an attack that goes under or over fireballs, you're set; otherwise, you will simply need to learn to wait a tiny bit longer before Jumping in.









KEN

Ken Basics

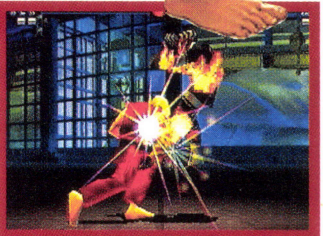
- Use the Weak Punch Shoryuken as an anti-air defense and the Fierce Punch version in Combos.
- Ken's Hurricane Kick can be used in the air and Super Canceled after the last hit.
- Shinryuken is a great anti-air defense, but it can also suck in someone that is far away. If your opponent uses a close attack that misses, quickly execute the Shinryuken to make him pay.
- Ken's Meteor Combo is like Ryu's, but slightly weaker. Although it makes up for its lack of damage with a longer range, it's still not worth blowing all three Bars.

Using Ken

- The core of Ken's playing style is similar to Ryu's, but you'll have a better chance of success if you go on the offensive. Not only is the ability to Super Cancel off of the very end of the Hurricane Kick great for Combos, it's also an effective mind trick—if your opponent guards your Roundhouse Hurricane and sets up for an attack, Super Cancel from the last hit and teach him a lesson. Ken's Supers are easy to link together for big damage, so go crazy. Remember, Ken fights with flare and style, so you should too.

Fighting Ken

- A Ken player is likely to be on top of you, so you'll want to be a little defensive. If you Guard a Shoryuken or any of his Supers, it's easy to punish him. Ken has a lot of anti-air, so only Jump in if he's in the middle of another attack. A good technique is to Jump in from a little farther back and lay off the attack—if Ken tries to hit you out of the air with a Shoryuken, it will miss and you can punish him as he comes back down. Don't become too predictable with this technique, however, as the Shinryuken Super can pull you in from far away.



Ken's Combos



Standard: Jump-in HK, Low MK, HP Shoryuken
Damage: Jump-in HK, Low HP, HK Tatsumaki Senpuu Kyaku, Shinryuken
Showcase: Jump-in HK, Low MP, Low MK, Hadouken, Shippuu Jinrai Kyaku (Cancel), Juggle with Low MP, Jump HP, HK Tatsumaki Senpuu Kyaku



Chun Li's Combos



Standard: Jump-in HP, Low HP
Damage: Jump-in HP, Low HP, Senretsu Kyaku, Kikosho
Showcase: Jump-in HP, Low MK, Hyakuretsu Kyaku, Senretsu Kyaku

CHUN LI

Chun Li Basics

- Speed is Chun Li's strong point—remember that. Her Spinning Bird Kick is rather useless because its slowness in starting means you can't Combo into it and you can see it coming a mile away. However, if you do land it, it's very easy to Super Cancel from it.
- Chun Li doesn't have many basic Combos, but her Supers are easy to Combo into for good damage—especially the Senretsu Kyaku.
- Her Kiko-Sho-Goku is inescapable if your opponent is in the air near you. The later you use it, though, the more hits and damage you'll dish out.

Using Chun Li

- Chun Li is not a Combo character, so you'll mostly want to rely on her speed. If you have a Combo opportunity and a Super stored, just use Low HP into Senretsu Kyaku—the damage on that Super really hurts. In normal combat, use her fast poking attacks and high priority to confuse your opponents. If you annoy them enough on the ground, they will likely start Jumping in (where you can tag them with either the Kikoshou or Hazan Tensho Kyaku). The Hienshu is fast, high priority, Jumps over projectiles and can easily be Combo-ed from. Use it often.

Fighting Chun Li

- Be patient and keep your cool. You're going to be facing a barrage of fast attacks most of the time, so be careful with your defense and look for openings. Chun Li's main weakness is her inability to do much damage at a time, so if you eat a hit here and there, it's not going to be a problem in the long run. Make use of any chance you get after hitting her to pull out your best Combo. Chun Li players have to hope that they're going to throw off your rhythm with constant poking, so concentrate and you'll be fine.



ZANGIEF



Zangief's Combos



Standard: Jump-in Down+HP, Low WK, MP Spinning Piledriver
Damage: Jump-in Down+HP, Low MP, Low MK, Super Stomping (Cancel), Standing MK, Super Stomping
Showcase: Jump-in Down+HP, Low WK, Final Atomic Buster

Zangief Basics

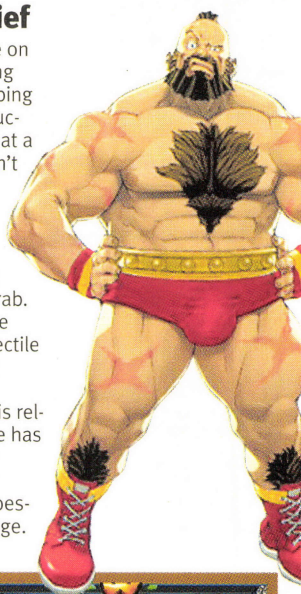
- Zangief has lost his Banishing Flat, so it's harder to get in close than it was in past SF games.
- He takes less damage than most other characters, so don't be afraid to take a hit if it will put you in a good position to land the Spinning Pile Driver or Final Atomic Buster.
- Zangief has high priority, especially on his Low Kicks. Use this annoying property to force your opponents to go on the defensive, then grab 'em.
- The Cosmic Final Atomic Buster does massive damage, so it's well worth waiting for all three Super Bars to fill if you can land it.

Using Zangief

- To use Zangief, you simply have to be able to do the 360 motion at any time. Low Weak Kick-into-SPD or FAB isn't a true Combo, but it's a classic tick that's almost inescapable. Zangief's FAB does only a little more damage than the Fierce Punch SPD, so it's much better to save the Super energy for the Meteor Combo. After landing the HK Russian Suplex, you're just the right distance to do it again to catch your opponents as they get up. Unless they use a high priority attack or Super, they'll get grabbed again. Mix, stir, repeat.

Fighting Zangief

- One thing should be on your mind while fighting Zangief and that's keeping him away. If you can successfully keep Zangief at a distance, he simply can't hurt you. The thing to watch out for is the Spinning Lariat. It can pass through fireballs or low attacks, leaving you open to an easy grab. Try to stay at a distance where throwing a projectile or similar attack won't leave you vulnerable. Jumping in on Zangief is relatively safe because he has almost no anti-air. The exception is the Aerial Russian Slam, but it doesn't do that much damage.



DHALSIM







Dhalsim Basics

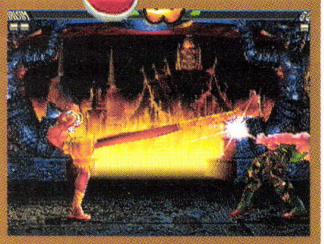
- Hold back on the controller while attacking to use Dhalsim's short-range attacks.
- Be careful of throwing out too many random long-range attacks, as your opponent can hit your outstretched limbs.
- You can't really Combo into the Yoga Catch, but if you Cancel into the WK version at close range, it's difficult to escape from.
- Throw a Yoga Fire from midscreen, then press HK. If the Fire hits, the HK will Combo. If your opponents Jump over it, the HK will likely tag them in the air.

Using Dhalsim

- Dhalsim is very slow on the ground and in the air. Jumping in with Dhalsim is generally a bad idea since you'll be a sitting—or floating—duck that's just waiting for an anti-air attack. Instead, stay on the ground and keep your distance. Dhalsim's greatest strength is his ability to keep his opponent away from him (he can do this for entire rounds if his long limbs are used properly). If someone does get close to you, remember to use his short-range attacks instead of his normal long-range strikes.

Fighting Dhalsim

- To defeat Dhlasim, you'll want to stay close to him. Try to get to where his long attacks lag before they hit and his short attacks flat out miss—getting into this range will be the difficult part. You'll need to avoid techniques like the aforementioned Yoga Fire-HK trick. Most Dhalsim players will expect you to try to close the distance by Jumping in, so they'll try to hit you with anti-air attacks from afar. Avoid this by walking toward him a bit before Jumping—this will throw off his timing. If he goes for a mid attack, Jump in and Combo away.



Dhalsim's Combos



Standard: Jump-in HP, Low MK (slide), HP Yoga Fire
Damage: Jump-in HP, Low MK (slide), HP Yoga Fire, Yoga Legend, MK Yoga Drill Kick (hold up briefly), Juggle with Standing HP (long)
Showcase: Jump-in HP, Standing Back+MK, WK Yoga Contact, Back+HK, Yoga Legend

BLANKA



Blanka's Combos



Standard: Jump-in HK, Low MK, HP Rolling Attack
Damage: Jump-in HK, Low MK, Ground Shave Rolling, Beast Hurricane
Showcase: Jump-in HP, Low WK x 3, HP Rolling Attack, Beast Hurricane

Blanka Basics

- Blanka's attacks all have excellent range—especially his HP and HK.
- The Amazon River Run is a great attack for starting a round—unless your opponents immediately Jump or Guard Low, they'll get hit.
- Blanka's Jump-in HK, Low MK, HP Rolling Attack, Beast Hurricane Combo is perhaps the best Combo in the game. It's easy to do, does great damage and only takes one Super. Use it at every opportunity.
- The Super Electricity is a great Meteor Combo since it will pin your foe in place for all 25 hits if done close (even as anti-air).

Using Blanka

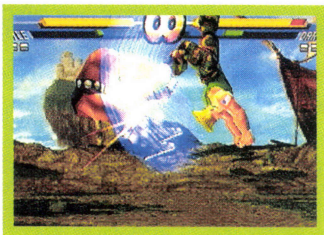
- Use Blanka's range to your advantage. His Low HP and Low HK are both great attacks because of their long range and relatively high speed. His Low MP has a longer range than you'd think, and it has high priority. You should always have a charge ready so that you can pull out a Rolling Attack or Vertical Rolling Attack at any time. Electricity makes a better anti-air than Vertical Rolling, so use it often. If your opponent is turtling and your pokes aren't getting through, just use the Surprise Forward to close the distance and throw.

Fighting Blanka

- All Blanka players like to use the Rolling Attack a lot. If you have a fast long range attack, you can Guard a Rolling Attack and hit him before he lands. Watch out for people that like to use Blanka's Surprise Forward and Surprise Back. It looks confusing, but you can hit him out of either of them with most attacks. Blanka's only decent anti-air is the Electricity, which is a short-range attack that's hard to get off quickly, so Jumping in on him is usually safe. Don't try to out-poke him on the ground, though. His range and speed will take you out every time.



GUILE



Guile's Combos



Standard: Jump-in HP, Low MP, HK Flash Kick
Damage: Jump-in HP, Low MP, HP Sonic Boom, Opening Gambit
Showcase: Jump-in HP, Low MP, HK Flash Kick, Double Flash Kick

Guile Basics

- Guile relies mostly on his Special moves. They are simple but strong.
- His Supers are very damaging, especially the Opening Gambit. Even a small Combo that ends with it can do close to 50 percent damage.
- Guile's Flash Kick has good range and damage. Its size makes it almost impossible to miss if your opponent is Jumping in.
- The Sonic Boom Typhoon is a great Meteor Combo. It doesn't do as much damage as other Meteor Combos, but it's really easy to land. If someone Jumps, attacks or does anything but Guard, toss it out and nail 'em.

Using Guile

- Guile has the rare quality of being good at both offense and defense. He has high-damage Specials and Supers, so you can dish out a quick but lethal barrage of attacks if you go with offense. However, the Flash Kick and Sonic Boom can both be used as very effective anti-air and keep away attacks if you opt for defense. It's up to you to decide which way you want to play him; but remember, no one likes a turtle. Regardless of your playing style, you'll always want a charge ready since Guile's Special moves both require it.

Fighting Guile

- Since Guile can be effective on either offense or defense, you'll need to determine how your opponent is going to fight before you decide for yourself. Most players give away the nature of their style within the first few seconds of the match. What's the first thing he did? Jump in? He's probably going to go offensive. Walk back? Probably a defensive player. If your foe is offensive with Guile, you'll want to take advantage of the slow speed of his attacks to make openings. If he's defensive, walk in instead of Jumping and lure out an attack—then, jump in and go wild.



VEGA







Vega Basics

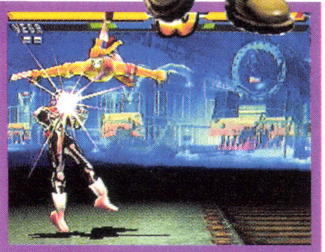
- Vega, like Chun Li, is all about speed and poking.
- His Supers aren't very damaging or easy to use, so it's better to save your Super energy for Guard Breaks.
- Vega's Scarlet Terror doesn't do much on its own, but it's easy to tack on a Whirlwind Suplex to add quite a bit of damage.
- The Rolling Izuna Drop does great damage, but it's not easy to use. One advantage it has is that when you initiate it, it only uses one level of Super until you actually make the second attack. Don't waste it if you know you're going to miss.

Using Vega

- Vega should be played a lot like Chun Li (he's a little better in the air than she is due to his odd-angled kicks). You'll want to use his long range pokes to pester your opponent into going defensive, then Guard Break and continue the attack. If you do get a chance to Combo, go for the Scarlet Terror-into-Whirlwind Suplex Combo—it's surprisingly damaging. His Jump goes high, but not very far forward—this makes it very confusing for people that like to hit you out of the air as you Jump in. In general, Vega is great to use against the slower characters.

Fighting Vega

- Again, you'll want to use Chun Li tactics here, but use Jump-ins even more on Vega. He simply has no anti-air except the Scarlet Terror (and that's difficult for him to time). In an air-to-air battle against Vega, you'll likely lose due to his high speed and unpredictable angles. Mind his odd Jump so you can time your anti-air. You'll need to smack him out of the air a few times to try and keep him on the ground. If you're playing a character with a projectile, don't use it too often. If you become predictable, Vega can snatch you with the Izuna Drop or even worse, the Rolling Izuna Drop.



Vega's Combos



Standard: Jump-in HK, Standing HK
Damage: Jump-in HK, Low MK, Low MP, Ground Claw Roll, Scarlet Terror, Juggle with Whirlwind Suplex
Showcase: Jump-in HK, Standing HP, Scarlet Terror, MP Claw Roll (only last hit connects), Scarlet Terror, Juggle with Attaching Claw

BISON



Bison's Combos



Standard: Jump-in HP, Low HP, Psycho Crusher
Damage: Jump-in HP, Low HP, Knee Press Nightmare, Psycho Cannon (charge briefly, then release)
Showcase: [from up close] Psycho Cannon (charge fully, then release), Knee Press Nightmare, Psycho Cannon (charge briefly then, release)

Bison Basics

- Bison is pretty much the same as he's always been, but the long Block-Stun in EX2+ makes his Double Knee Press quite safe.
- If your opponent is charging back for a Special, use the Head Stomp. When it flies over your opponent's head, it will negate his charge.
- Bison's Psycho Cannon makes great anti-air, and the Knee Press Nightmare does great damage on the ground.
- The Psycho Break Smasher comes out very quickly. If your opponent misses an attack—even from far away—pull out the Meteor Combo for a painful surprise.

Using Bison

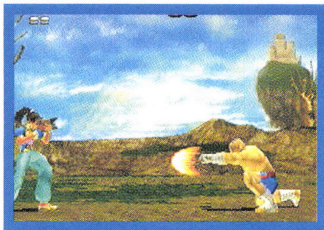
- Bison has high speed and a long Jump, but his attacks are only mid range. As a result, you'll need to use his Jump to constantly Jump over your opponents to confuse them. Keep a charge ready, and if they try to attack you when you land behind, use the Double Knee Press (it has high priority and it very safe, even if guarded). Be careful using his Psycho Crusher, as it leaves him vulnerable if it's guarded. When you use the Head Stomp, always use the Skull Diver follow-up, but keep change up your timing—this will throw off the anti-air timing of your opponent.

Fighting Bison

- Although Bison is a tough opponent, people tend to use the Psycho Crusher more than they should. If you Guard it, you can hit him from behind with any attack that has decent range. If you're playing a character that relies on charging back, remember that you'll lose your charge if Bison flies over your head with a Jump or Head Stomp. Makes sure to have a back-up plan of attack for anti-air. Bison has practically no anti-air, so feel free to Jump in at will. Bison is much better on offense than defense, so keep control of him.



SAGAT



Sagat's Combos



Standard: Jump-in HK, Standing MK, HP Tiger Blow
Damage: Jump-in HK, Low MP, Low MK, HP Tiger Shot, Tiger Cyclone
Showcase: (from full screen) HP Tiger Shot, Ground Tiger Cannon

Sagat Basics

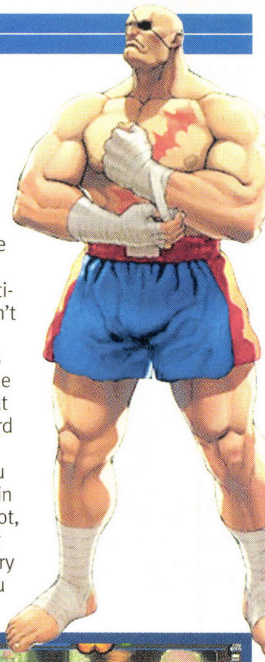
- Sagat plays almost exactly like he did in Alpha 2, but with the added usefulness of the Tiger Shots.
- His Tiger Cannon Supers are extremely fast and will negate other projectiles.
- Wait as long as possible before using the HP Tiger Blow as anti-air—you'll get more hits and damage.
- Sagat's Tiger Storm takes precise timing to get all the damage. Put in as many practice hours as you can before you try to use it in a fight (go to Training Mode and use the meter at the bottom of the screen to learn the timing—the meter won't be there in a normal match, so get it down pat).

Using Sagat

- Sagat is best used with a style known as "aggressive turtling." Keep a small distance from your opponent, but keep the Tiger Shots coming. If your anyone tries to Jump in, have a Tiger Blow ready. Make them feel as though they have to be defensive to survive, but be tricky, too. They'll soon think that if they don't go offensive, they'll never get any damage in. This is an effective and frustrating technique when used well. If your opponents are foolish enough to try to throw a projectile to Cancel yours, throw in a Tiger Cannon—that'll make them think twice about doing it again.

Fighting Sagat

- Sagat can be almost unbeatable if used well. This is one match where we'd recommend making use of Excels. They are the only reliable protection against the Tiger Blow anti-air. If your opponents aren't so good with their Tiger Shot timing, however, it is easy to Jump over one. The Tiger Blow is powerful, but doesn't have much forward range. You can use the same technique as on Ryu and Ken to avoid it. Keep in mind that a High Tiger Shot, which is great at stopping Jump-ins, leaves Sagat very open to low attacks. If you have a slide, use it.



D. DARK







D. Dark Basics

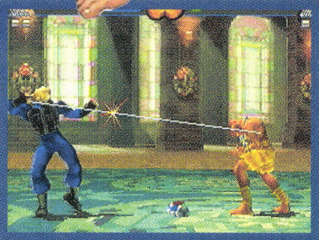
- D. Dark is a technique character, and he's good at keep-away.
- Always have an Ex-plosive on the ground. Period.
- If you're playing D. Dark offensively, use his Death Trump and Dark Shackle Supers. If you're playing keep-away, use the Ex-prominence to keep your opponent at bay.
- D. Dark's Death Trap comes out quickly enough to be an effective counter in close. It's also long enough range to catch someone from full screen that tries an attack. If your opponent wants to throw Fireballs all day, change his mind for him.

Using D. Dark

- D. Dark is another one of those characters that are good at both offense and defense. He has fast, confusing attacks that can get you an opening into your opponent's defense, but those same attacks can be almost impossible to get past if used properly. You'll always want to have an Ex-plosive on the ground—preferably the HK version. If your opponent walks or Jumps on it, the Ex-plosive will detonate. This adds just another obstacle for them to deal with. The combination of an Ex-plosive on the ground and a well-timed Kill Wires will quickly give your opponent a headache.

Fighting D. Dark

- There's a good chance your opponent is going to play D. Dark defensively, using lots of Dark Wires and Kill Wires. If you have your own projectile, keep away from him and use it. While D. Dark's Dark Wire will Cancel the projectile, it will also stop the wire. If he continues to play defensively, build up your Super Bars from a distance, then advance on him. The best time to Jump in is if he tries to throw down an Ex-plosive. It has a very long lag time at the beginning, and hitting him out of hit negates the Ex-plosive. Use the Supers you charged to put the hurt on him.

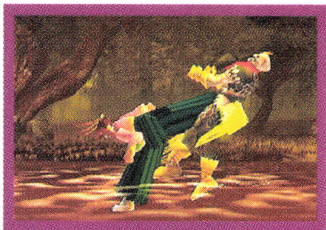


D. DARK's Combos



Standard: Jump-in HK, Standing MK, HP Dark Hold, Standing HP
Damage: Jump-in HK, Standing HP, Death Trump, Cancel quickly into Dark Shackle
Showcase: (from full screen) HP Dark Wire, Death Trap

HOKUTO



Hokuto's Combos



Standard: Jump-in HP, Standing MP, WP Chugeki-Hoh, Shougekiha
Damage: Jump-in HP, Standing HP, Kyakuhougi
Showcase: Jump-in HP, Standing MP, WP Chugeki-Hoh, Shougekiha, Rensho-Geki, Juggle with Jump HK, Rensho-Geki, Cancel second hit into Kiren-Eki (charge, then release to juggle)

Hokuto Basics

- Hokuto is a highly technical character. She makes use of various mind tricks to win.
- Use the Kiren-Eki as anti-air and the Kyakuhougi in Combos.
- Don't forget about Hokuto's reversal, the Gokyakuko. Make use of it on an aggressive opponent.
- Hokuto's Shirasegatana comes out really quickly and can hit an opponent that is very far away. It's a great counter attack against any move that leaves your opponent vulnerable, even from a great distance (like Blanka's Rolling Attack).

Using Hokuto

- Hokuto is one of the best characters in the game. She has fast, confusing attacks, good Combos and damaging Supers. When using her, you'll want to keep your attack patterns changing. Alternate between Shinku-Geki and Shinkyaku-Geki, and fake them by Canceling into the Shin. Pressure your opponents with the Chugeki-Hoh by changing your timing on the Shougekiha follow-up. When they think you're all offense and try to attack, greet them with the Gokyakuko reversal on the ground or Kiren-Eki as an anti-air.

Fighting Hokuto

- OK, this is a tough one. The only real weaknesses Hokuto has are her lack of a non-Super anti-air and the lags on the Shinku-Geki and Shinkyaku-Geki. Hokuto's only attempt at anti-air is to time a Shinkyaku-Geki to hit you as you land. If you're expecting this, it's not a problem. If she is using the Shinkyaku-Geki and Shinku-Geki a lot, it's safe to Jump in on her on the backstep. Be careful of her ability to Cancel into the Shin, which leaves her ready to attack. Watch closely for the spin she does during the Shin.



NANASE



Nanase's Combos



Standard: Jump-in HK, Low MP, WP Sanren-Kon x 3
Damage: Jump-in HK, Low MP, WP Sanren-Kon x 2, Izayoi-Rekkon, Cancel at very end into Yayoi-Toukon-Gi
Showcase: (from full screen) HP Sanren-Kon, Machiyoi-Tenkyu-Geki

Nanase Basics

- Despite the apparent reach of Nanase's staff, she is a character that's best when used in close.
- You can only Combo a Sanren-Kon from a previous WP version, but you can finish with any of the three.
- Remember to use Nanase's reversal, the Gekkyo-Botan. Also, don't forget that you can Cancel it into a Super.
- Nanase's Machiyoi-Tenkyu-Geki is very much like D. Dark's Death Trap and should be used in the same sort of way. If your opponents are attacking from far away, try poking them with the Meteor Combo.

Using Nanase

- Nanase is really best suited for staying on top of her opponent. The first hit of the Sanren-Kon is safe, so use it often. If it hits, you'll have time to use the other two parts. She has great anti-air with the Tenshou-Kon. If you hit with the WP version close, you can easily follow it up with another Tensho-Kon, a Sanren-Kon or either of her Supers. While you can't Combo another Sanren-Kon if you've used an HP one, you can use it to poke your foe from afar. A good technique is to step back a bit and use the first one or two hits of the WP Sanren-Kon. If your opponents Jump, tag them with the Tensho-Kon.

Fighting Nanase

- Although Nanase's attacks come out quickly, her Combos seem to take a long time to finish. Be careful Jumping at a seemingly helpless Nanase while she's doing her Sanren-Kon Combo—she can switch it to anti-air in the middle. Instead, try to keep a short distance away from her and attack on the ground as much as possible. If you have a quick long-distance attack, keep away and use it. Nanase's really not equipped to do long distance ground fighting even though she has that long staff.



C. JACK







Jack Basics

- C. Jack is a mid-range power character like Guile.
- His Supers are very damaging, especially the Crazy Jack. Even a small Combo that ends with it can do 50 percent damage.
- C. Jack has a collection of rotation and charge moves. Try to have a charge waiting whenever you can, but you can always use his Batting Hero or Soccer Ball Kick to help you out of a jam.
- C. Jack's Homerun King is one of the very few Meteor Combos that does better damage in a Combo. Even so, it's pretty weak—you're better off saving the energy for his normal Supers.

Using Jack

- Yeah, C. Jack has a lot of Balrog's moves, but he's not the same character. C. Jack has the same powerful dashing punches as Balrog, but he also has two great original Specials. The Dashing Upper is C. Jack's best anti-air, but if you don't have a charge ready, try to use an early Soccer Ball Kick. C. Jack can link any of his Supers together in just about any order, so make sure to capitalize on any openings your opponent gives you. If possible, keep the Final Punch charged at all times. Charged all the way, it will do 50 percent damage in one hit! On lower charges, you can Super Cancel off of it.

Fighting Jack

- You'll want to go offensive on C. Jack; unless your defense is perfect, you're gonna get hurt—bad. One Jump-in from C. Jack can lead to 50 percent damage with just one Super. His only fast anti-air is the Dashing Upper, which requires a charge. Since it's unlikely that a C. Jack player will be playing very defensively, Jump in there and try to get a Combo off. You should use a hit and run strategy, though, because Jack can really pack a wallop in close if he's given the chance to charge. All of C. Jack's attacks leave him open low, so use any long-distance low attacks that you have.



C. Jack's Combos



Standard: Jump-in HP, Standing MP, WP Batting Hero
Damage: Jump-in HP, Low MP, Low MK, Dashing Straight, Crazy Jack
Showcase: Jump-in HP, Low MP, Low MK, Dashing Straight, Homerun Hero, Grand Slam Crasher, Juggle with Standing MP, WK Soccer Ball Kick

V. ROSSO



V. Rosso's Combos



Standard: Jump-in HP, Low MP, HP Vesuvio (all three hits)
Damage: Jump-in HP, Low MP, Low MK, HP Vesuvio (only first hit), Accelerando
Showcase: HP Vulcan, Jump-in HP, Low MP, Low MK, HP Vesuvio (only first two hits), Cancel quickly into Ponte Dei Sospiri, Juggle with Torre Pendente

Rosso Basics

- V. Rosso is a fast, yet powerful character. Use his high speed and confusing attacks to your advantage.
- He has lots of easy Combos. Cancel from the Vesuvio or link his Supers together.
- V. Rosso's Sciara Del Fuoco can pass through your opponent.
- The Quattro Panorami is a throw that can be done at very close range. It cannot be guarded and activates almost instantly. Use the Sciara Del Fuoco to pass through your foe, then grab him with the Quattro Panorami from behind. It's a truly nasty little trick.

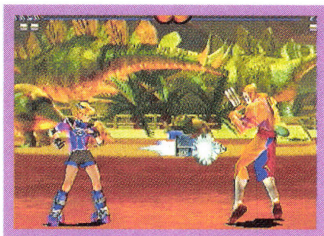
Using Rosso

- V. Rosso is all an around good character. He has good speed, easy Combos, confusing attacks and powerful Supers. He has a reversal, but it has three different heights at which it can be performed. The good side to this is that it can reverse almost any attack; the bad side is that you have to use the proper version for the incoming attack. V. Rosso doesn't really have an anti-air attack, but you can use his high reversal to stop incoming attacks, or you could just use the Sciara Del Fuoco to fly under them.

Fighting Rosso

- When fighting V. Rosso, it's likely your opponent will use the Sciara Del Fuoco to get behind you and to dodge incoming attacks. There's really not much you can do about it when you're Jumping in, but on the ground, you can usually see it coming. You can attack him as he comes out of the Sciara Del Fuoco behind you; however, if he has all three Supers filled, he may go for the Quattro Panorami, which will override your attack. In that case, try to use an attack that puts you into the air.





AREA

Area's Combos



Standard: Jump-in HP, Low MK, HP Humming Rush
Damage: Jump-in HP, Low HP, Great Cancer, Five Star Raid
Showcase: Jump-in HP, Low MK, MP Humming Rush, Cancel last hit into Five Star Raid

Area Basics

- Area uses a combination of traps and pressure techniques
- Althoug her Supers don't do much damage, it's very easy to tack a Great Cancer onto the end of any Humming Rush for a little extra hurt.
- Remember that while her weapon is out for an Upload or Download, you can't use it in any attacks.
- Area's Final Cancer is fast and does good damage. When you use it, though, it destroys her weapon for the rest of the whole match (yes, even into the next round), so only use it in the second round unless you're looking for a real challenge.

Using Area

- Area is one of those characters that, when used properly, can really control the fight. You'll want to alternate between Uploads and Downloads to keep them guessing. If you have an Upload out in front of you, there's no way they can Jump in as long as you release it in time. Using the Upload can all but force your opponent to Jump—release it, then meet your opponent in the air for a confusing dual-sided attack (even if you're hit out of the air, the Upload will still connect).

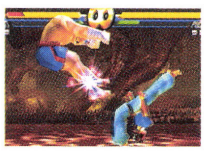
Fighting Area

- Area's greatest disadvantage is the fact that using the Upload or Download leaves her almost helpless until her weapon returns. You'll need to be a little defensive so you can avoid hitting her weapon, then take advantage of her time of weakness to get in some attacks. She doesn't have much in the way of instant anti-air, so if her weapon is in-hand, it's pretty safe to Jump in on her. Worst case, you might eat a Great Cancer, but from high up, you won't take more than a couple hits. Don't turtle on her too much, or you'll have to face the Alternative Catch.



PULLUM PURNA







Pullum Basics

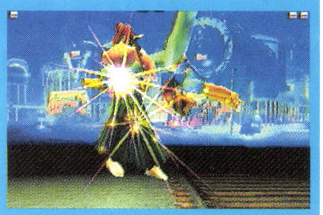
- Pullum is a fast, Combo-oriented character.
- The Res Arcana does good damage, comes out fast and starts with a hop. This makes it great against low attacks.
- Pullum's (air) Drill Purrus leaves her almost completely safe because of the long Block-Stun.
- The Gradus Par is decently fast and has good range. It can hit your opponent out of the air, but it does so with less damage than it would have on the ground. Save the energy for other Supers, but if you do use it, flail on the buttons and controls (it won't affect the game, but it makes it that much funnier).

Using Pullum

- Pullum isn't as fast as Chun Li and Vega, but she's close. The advantage she has over them is her wide selection of Combos and Supers. Use Pullum's speed to keep on the move so you can bear down on your opponent. Her (air) Drill Purrus is a great confusion attack. If your opponents block the Drill Purrus, you can actually recover first and can beat their attack with a Purim Kick or Res Arcana. Don't become too predictable, though, as they can just continue blocking and leave you vulnerable as you come back down.

Fighting Pullum

- Pullum is fast and has a lot of air-to-air attacks. As a result, you'll want to stay on the ground as much as possible. She has no projectile or long-distance attack, so if you can attack her from a distance, you're in a good position. In general, you want to keep her off you as much as you can. A defensive or keep-away style is definitely to your advantage. If you can keep her on the ground, she loses most of her ability, so advance slowly but surely without Jumping. If she tries the Drill Purrus, watch out for a follow up attack, as you'll lose with anything less than a Super.



Pullum's Combos



Standard: Jump-in HP, Low MP, HK Purim Kick
Damage: Jump-in HP, Standing HP, Res Arcana
Showcase: Jump-in HP (very deep), Jump forward HP, MK Drill Purrus (air), Low MP, Low MK, MK Ten'el Kick, Praec Larum, Kind Wind

DARUN MISTER



Darun's Combos



Standard: Jump-in HK, Low MP, HP Lariat
Damage: Jump-in HK, Low MP, HP Lariat, Power Indra Bridge, Juggle with Ganjis DDT (air)
Showcase: Jump-in HK, Low MP, HP Lariat, Power Indra Bridge, Juggle with WP Lariat, Power Indra Bridge, Jumping HK, Jumping HP

Darun Basics

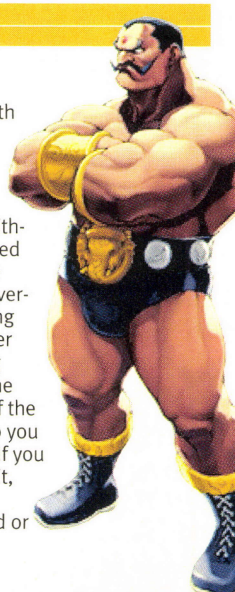
- Darun is a grapple character, much like Zangief.
- Although he doesn't have Zangief's high priority, his extra Special attacks more than make up for the loss.
- Darun's Daikaku counter is a great set up for the Brahma Bomb or Super Darun Bomb.
- Despite the Gamble of Darun extreme damage, it's not an unescapable move. Be unpredictable about which buttons you use to complete it. Avoid using all Punch or all Kick, for it will make it easy for your opponent to break out of it. If you complete the whole thing, it's the most damaging Meteor Combo in the game.

Using Darun

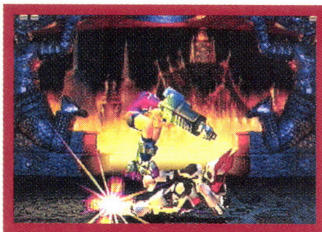
- Yes, Darun is a lot like Zangief, but he should be played a little more aggressively. Although his throws don't do quite as much damage as Zangief's, he has a wider range of attacks. His Lariat is a great Combo finisher—it does good damage, can be Super Canceled into the Power Indra Bridge if it hits, or is Guarded, Super Canceled into the Super Darun Bomb before the second hit. In fact, Jump-in HK, Low WP, HP Lariat, Cancel to Super Darun Bomb is almost inescapable. Try it out and you'll surely be pleased with the result.

Fighting Darun

- Don't expect a fight with Darun to be the same as Zangief. A Darun player is trying for a Brahma Bomb, for sure, but he can easily win a round without it if you're not prepared for a normal offense. The Lariat, especially the HP version, is fast and has a long range, so assume a longer range than when fighting Zangief. Unlike Zangief, he has anti-air in the form of the Darun Catch—it can grab you even if you don't attack. If you manage to land short of it, you can use Darun's lag time to hit him with a Mid or Low hit so you can then Combo away.



SKULLOMANIA



Skullo's Combos



Standard: Jump-in HK, Low HP, WP Skull Head, Skullo Dive
Damage: Jump-in HK, Standing HP, Super Skullo Slider, Super Skullo Crasher
Showcase: Jump-in HK, Low MP, Low MK, HK Skullo Slider, Super Skullo Energy, Super Skullo Crasher, Super Skullo Energy

Skullo Basics

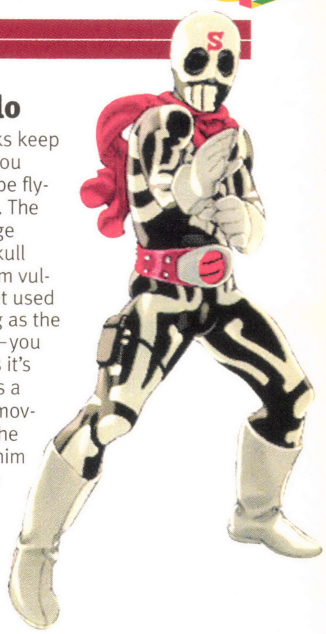
- Skullo can be very confusing with his fast, long-range attacks.
- The Skullo Crasher can be Cancelled into the Super Skullo Dive if it hits, will bounce away if Guarded or will sail overhead if your opponent ducks it.
- He is one of the few characters that has a Backflip Escape.
- Skullo's Supers leave him vulnerable if Guarded, so you should stick to using them in Combos.
- The Super Skullo Energy comes out slowly and doesn't do much damage. It's better to save the energy for Combos with the other Supers.

Using Skullo

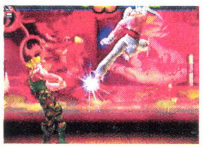
- Because Skullo's attacks move so far so fast, you'll want to keep outside your opponent's range and repeatedly hurl yourself at him. If your opponent likes to play offensively, no problem. Skullo has plenty of anti-air in the form of the Skull Head and Skullo Energy—either of which can be Super Cancelled into the Super Skullo Dive. Be careful using the Skullo Slider if your opponent is particularly defensive, as it will leave you vulnerable if guarded. Instead, use the trick of Jump-in Attack, Standing Jab into his New Skullo Dream. Unless your opponents move quickly, they'll get grabbed.

Fighting Skullo

- All of Skullo's attacks keep him on the move, so you should expect him to be flying around the screen. The only decent close-range attack he has is the Skull Head, which leaves him vulnerable if guarded. Get used to watching for the lag as the Skullo Crasher starts—you can hit him out of it as it's coming in. If he throws a Skullo Ball out, keep moving and try to stay in the air—this will prevent him from landing a Combo with it or using your expected defense to throw you or land the New Skullo Dream.



KAIRI







Kairi Basics

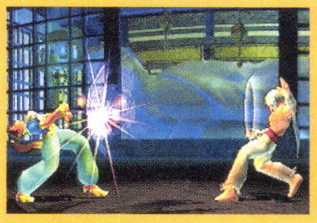
- Kairi plays mostly like Ryu with a few of Akuma's old moves thrown in.
- Although his Fireball is more damaging than Ryu's, it has a shorter range and you have to aim exactly in order to land it.
- Kairi's Shoki-Hatsudou will no doubt seem appealing, but you should remember that it takes 50 percent of your own life whether you hit with it or not. If your opponent Guards it, you basically just used a Meteor Combo on yourself. The damage it does to your opponent when it hits is not even that high. Only use it to finish a round or to show off.

Using Kairi

- Kairi is certainly the Akuma of EX2+, but he has a lot of his own unique properties too. He has two different diving Kicks which are useful and particularly confusing to your opponent (they can't tell which one you used until it hits). Kairi's Shinki-Hatsudou hits instantly in place, rather than flying forward like Ryu's Hadouken. As a result, you'll want to keep a small distance from your opponents and keep smacking them with the projectile. Overall, play Kairi like Ryu (if you're in a jam, though, you can use his Maku-Shihai).

Fighting Kairi

- If Kairi really was like Akuma and took more damage than everyone else, he might not be so bad. Instead, you have a character that has the strength of Ryu and the cheap attacks of Akuma. Even a novice can give you trouble when using Kairi because of his simple, effective techniques. The one disadvantage he has compared to Ryu is his Shinki-Hatsudou cannot knock you out of the air. This makes Jumping in a little easier—just remember that he has an uppercut. Stay close and keep the pressure on.



Kairi's Combos



Standard: Jump-in HP, Low HP, HP Shinki-Hatsudou
Damage: Jump-in HP, Standing HP, Sairou-Kyoushu, right before last hit Cancel into Garyu-Messhu
Showcase: Jump-in HP, Low MP, Low MK, HP Shinki-Hatsudou, Shouki-Hatsudou

SHARON



Sharon's Combos



Standard: Jump-in HK, Low MK, MP Gale Hammer Punch x 2
Damage: Jump-in HK, Standing HP, Low MK, MP Gale Hammer Punch x 2, Shuttle Combination
Showcase: Load, Bermuda Symphony, Juggle with Sharon Special, (after Knee, wait for first Kick, then Hell Fire opposite direction)

Sharon Basics

- Sharon has a good collection of strikes and grabs.
- You can't use the Hell Fire unless you use Load first. Yes, that means it basically takes two Super Bars to use the Hell Fire, but you can use Load, then continue to build Super energy and use Hell Fire whenever you want. The Gun even lasts across rounds.
- Sharon's Assault Rifle is one of the best Meteor Combos in the game. It's full screen, very fast, does good damage and can hit an opponent who is in the air or on the ground. It's definitely worth the Super energy to use it.

Using Sharon

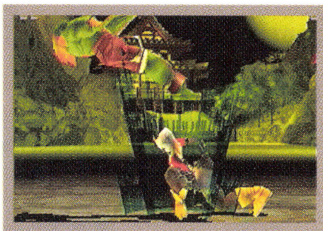
- Use Sharon with a broken rhythm. Alternate between periods of constant attack with the Gale Hammer Punch and Half-Moon Kick, then switch to periods of careful defense where you use her speed to keep away. Sharon is great at this, and the technique will throw off your opponent's timing. You can go straight from the Gale Hammer Punch to the Bermuda Symphony, which will grab them if they are guarding. If you do land the Bermuda Symphony, don't follow it up unless you use something damaging. It does normal throw damage.

Fighting Sharon

- Sharon's weakness, like a lot of characters, is her very poor anti-air—her Specials and Supers don't hit very high. Since Sharon moves quickly on the ground, you want to keep constant pressure on her so she can't make use of that speed to elude your attacks. Keep the Jump-ins coming and take advantage of any hits you land to pull a Combo. If you have to go defensive, try to keep her away, but be careful. If she has her Gun loaded or all three Super Bars filled, you could easily eat a bullet for huge damage if you try an attack from far away.



SHADOW



Shadow's Combos



Standard: Jump-in HP, Low MP, HP Death Crasher
Damage: Jump-in HP, Low MP, Low MK, HP Death Crasher, Super Death Crasher
Showcase: Jump-in HP, Low MP, Low MK, HP Death Crasher, Death Government, Juggle with Jumping HP, quickly Jump again and do Jumping HP, HK Death Flash, Super Death Crasher (air)

Shadow Basics

- Despite his appearance, Shadow is surprisingly fast.
- Because of the long Block-Stun in EX2+, you'll recover at the same time as your opponents if they block your Death Crasher. Use this chance to nail them with a Super or another Death Crasher.
- Shadow has great air-to-air and air-to-ground attacks.
- Although the Super Death Energy looks like a throw, you can Guard against it. The ability to Guard notwithstanding, the move's quickness lets it snag someone attacking from in close, and it can even catch an opponent who is in the air.

Using Shadow

- Almost all of Shadow's attacks require him to be close, so keep on your opponent. His moves tend to let you recover at the same time as your opponent, so don't be afraid to hammer your foe with constant Death Crashers and Death Breaks. If your opponent likes to Jump a lot, you have lots of options to take him out. Use the Death Flash, the Death Sword Kick or the Death Dream—the visual effect of that Super makes it worth it, not to mention the hefty damage it inflicts on your opponent.

Fighting Shadow

- As a hidden character, Shadow doesn't have a lot in the weakness department. Fortunately, like a lot of characters, he lacks non-Super anti-air. This lets you Jump in on him without much fear. If he meets you in the air, on the other hand, you're in trouble. You do not want to go up against Shadow in the air. If he's Jumping around a lot, just stick to the ground and wait for him to get close. He doesn't have any attack that hits from very far away, so if you can keep your distance, go for it.







GARUDA







Garuda Basics

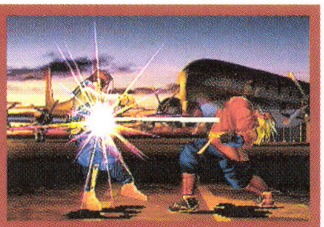
- Garuda has a wide range of attacks, but his overall movement is somewhat slow.
- His Kyoja moves him completely out of range of a counter attack, even if it doesn't hit.
- If the Kienbu hits on the ground, make sure to keep holding towards your opponents. If they block it, hold away to escape.
- You can use the Bu to get away, but keep in mind that you're vulnerable as you come out of it.
- Garuda's Kyojinsenshu does good damage, but only if you use each of the follow-up parts. Cancel each one as late as possible to get all the hits.

Using Garuda

- If you've played against the CPU Garuda, you know how powerful he can be. The Kizan has great forward range and does good damage, but be careful using the HP version unless you know it's going to hit. If you miss, you're vulnerable as you come down. The Shuga comes out very quickly and has surprising range. Get near your opponent and toss in a few HP Shugas. Keep in mind that you can charge up the Soukondan for more hits and damage. Any time you hit someone out of the air with it, you always have time to charge it up at least a little.

Fighting Garuda

- A human opponent isn't likely to be as lethal with Garuda as the CPU is, but he's a powerful character no matter what. Garuda is good from just about any range, so your only hope is to go defensive and hope for a missed Kizan or Goga to give you an opening for attack. It's just not worth it to try and Jump in on Garuda. He has far too many ways to make that into a mistake. Instead, make use of any long-range low attacks you might have—Garuda's attacks tend to leave him vulnerable down low.

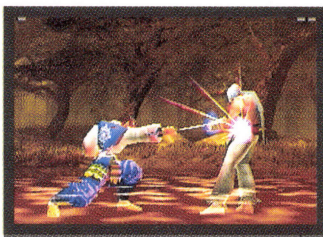


Garuda's Combos



Standard: Jump-in HP, Jow HP, HP Kizan
Damage: Jump-in HP, Standing HP, Kiensho, Kienbu
Showcase: Jump-in HP, Low HP, HK Goga, [land and Cancel into Soukondan (charge briefly, then release), Juggle with HK Goga] x 3 (MASSIVE DAMAGE!)

HAYATE



Hayate's Combos



Standard: Jump-in HK, Low MK, HK Oborozuki (finish with forward+HK)
Damage: Jump-in HK, Low MP, Low MK, HK Oborozuki (finish), Raizan-Sho
Showcase: Low HP, WP Shiraha-Tenjin, Resshin-Kamaitachi, Raizan-Sho

Hayate Basics

- Hayate has medium movement speed, but his attacks are very fast.
- Be sure to rapidly press the buttons and controls during the Raizan-Sho for more hits and damage.
- His Shiraha-Tenjin is a counter. Even if your opponent doesn't fall for it, Hayate will still attack at the end.
- Hayate's Orochi-Fujin acts just like the Shiraha-Tenjin. If your opponents attack you during it, they will eat the full attack. If they don't, Hayate will still strike for minor damage. The counter attack will still work if they attack from the air, but for less damage.

Using Hayate

- All of Hayate's attacks are fast and have decent range. As a result, you'll want to stay a few steps away and strike your opponent repeatedly with his sword. Hayate's Hisen-Zan is great anti-air because of its large size, but the timing of it is a little odd. He will only hit when the sword is near his opponent. If you miss with it, you'll be vulnerable when you come down. As with other character that have a counter move, if your opponents are being aggressive, use the Shiraha-Tenjin to put them in their place.

Fighting Hayate

- Hayate has anti-air, fast ground strikes and a nasty counter—not a fun combination to have to deal with. What you'll need to capitalize on is the lag after Hayate performs the Kamaitachi. Even though it comes out fast, there's time to attack him as it finishes. Most of his attacks work in the same fashion—they are quick to come out and slow to finish. People have a tendency to use counter moves a lot or not at all. If you eat a few Shiraha-Tenjins, slow your attacking down a bit. If he's using it to counter your air-to-ground attacks, just Jump in without attacking to throw him off.







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EXPERT GAMER™

EXPERT MODE

Most of the Expert Mode missions are straightforward, but some can be pretty tricky. Here's a handy guide to get you through the toughest missions.

Ryu
12: Use a fierce Shoryuken, then perform an air Shinkuu Tatsumaki.
15: Make sure to land the Heavy Kick as late as possible so you can Combo into the Light Punch.
16: Use Fierce Punches, then Fireballs until the end of the Excel. Super Cancel the last Fireball into the Shinkuu Hadouken into Shinkuu Tatsumaki.

Ken
14: Combo the second Guard Break directly into the Shinryuken.
15: Make sure to Cancel the Shoryureppa quickly into the Shinryuken.
16: After Juggling with the low MP, immediately Jump and press HP into any Hurricane.

Chun Li
14: You have to be away from the corner for the three Youso-Kyakus to hit.
15: Use the Kikosho the instant you land from the Tensho Kyaku.
16: Cancel the SBK late so you'll have more time to Juggle with the Low MP. Do the Senretsu Kyaku as soon as you land from the second Tensho Kyaku.

Guile
14: Charge Down-Back, then quickly press Forward, Punch, Down-Back, Up-Forward, Kick.
15: Just charge Down-Back, then quickly press Up-Forward, Kick, Down-Back, Up-Forward, Kick.
16: Cancel into the Double Flash Kick after the fifth Punch of the Opening Gambit.

Zangief
9: Hit Ken with a Guard Break, then quickly Jump over him and throw with HK.
14: Cancel into the FAB right as Zangief starts the fifth Kick of the Super Stomping.
15: As soon as Zangief throws Ken into the air after the Bear Hug, activate the Excel and Juggle with Spinning Lariats.

Dhalsim
14: Use WK Yoga Drill Kick and immediately Cancel it into the Yoga Legend when you hit the ground.
14: You must be very close for the Yoga Blast to hit. Wait a moment before Juggling with the Back+HP.
16: Use the WK Yoga Drill Kick and hold up very briefly. It should hit a few times at first, then again near the ground. Juggle with long HP.

Blanka
8: The Jungle Beat has to connect right after Ken throws the Fireball.
14: Do the Vertical Rolling while Ken is on the way up so it will hit him in the head, then Cancel into the Jungle Beat.
16: Cancel into the Beast Hurricane after the first air hit of the Jungle Beat. Once you're on the ground, Cancel into Ground Shave Rolling.

Hokuto
13: After the Jump-in HK, immediately activate the Excel and do two Standing WP, two Low MK, then repeated WP Chugeki-Hoh.
15: You must Cancel both Supers very quickly to connect them all.
16: Land the Jump HK very late so you're right above the ground. Activate Excel and quickly Jump and do two HP, two HK to Juggle.

D. Dark
14: Land the Jumping HK late and the rest is easy.
15: You must do the Ex-prominence quickly after the Dark Hold. As soon as it hits, use Excel and hit WP until they're almost out of range; then, Kill Wire into Death Trump.
16: Back yourself into the corner first. Use Jump up HK, standing HK, Death Trump for the Combo.

Skullomania
13: Wait a bit after the first Skullo Energy before using the Super Skullo Crasher. Cancel into the second Skullo Energy quickly.
15: You must land the Jumping HK right after the Skullo Ball hits, then quickly Excel and hit rapid WP.
16: You can Cancel the Super Skullo Slider at almost any point, so take your time.

C. Jack
12: Back up to full screen and use WK Soccer Ball Kicks.
14: Wait as long as possible before doing the two WP. Immediately Jump, Excel, then rapidly hit MK. When you land, quickly Jump again and keep attacking.
16: Wait until Ken is low after the first Homerun Hero before hitting HP. Do the Angry Fist very early.

Sharon
11: Stick a low MP between the Jump HP and Gale Hammer Punch.
12: Cancel both the first two Supers very quickly, wait a moment, then use the Hell Fire.
16: Jump in HP, immediately activate Excel, do Standing WP, eight standing HP, then the Low MK into the rest of the Combo.

Nanase
14: You must Cancel into the Izayoi-Rekkon very quickly.
15: Use MP Sanren-Kon. Cancel the Supers very quickly.
16: Jump up right in front of Ken and throw the Yayoi-Toukon-Gi. After it goes offscreen, drop it. Quickly perform the Combo and as soon as you start the Izayoi-Rekkon, Cancel into Ariake.

Pullum Purna
11: Land the first HP very deep, then quickly press HP again after the Femina Wind.
12: Land the HK very late. Activate Excel. Quickly Jump and hit rapid MP. When you land, Jump and repeat until you have all the hits.
16: It's easier than it sounds. Just use MK Ten'el kick for it to Combo.

Darun Mister
12: Cancel into the Super Darun Bomb right before the second hit of the Lariat.
13: Do the Daikaku early. When it counters, smoothly pull off the Super Darun Bomb. Don't rush it.
16: Just make sure to land the Jumping HK very deep, then very quickly Jump and hit HP.

Vega
10: Knock him down with Low RH, then immediately do the WK Izuna Drop.
11: Use three HP Claw Rolls. Cancel the third into the Ground Claw Roll.
15: Just use repeated Scarlet Terrors.
16: After the Scarlet Terror, walk forward a step then quickly do the Attaching Claw to Juggle.

V. Rosso
13: Cancel the Torre Pendante into the Accelerando very quickly.
14: Use the HP Vulcan, then quickly Jump in.
16: Just repeatedly Cancel Accelerando into Ponte Dei Sospiri into Accelerando. You'll need to Cancel the Ponte Dei Sospiri on the first couple hits.

Area
12: Download and hold it. Quickly do the Alternative Catch. Release it as you use Back+K.
15: Excel, use two Standing RH, then repeated WP Humming Rush. Cancel the last into Great Cancer.
16: Use the same Combo as 15. Cancel the GC into the FSR, then quickly into the GC. You'll land first. Juggle them with the FSR.

Sagat
9: The meter at the bottom shows you when to press the Punches. You have to be very precise to get full damage.
15: You must get all the Punches timed to get the required damage.
16: Cancel into the Tiger Raid very quickly. Make sure to Cancel into the Tiger Cyclone early in the Tiger Raid.

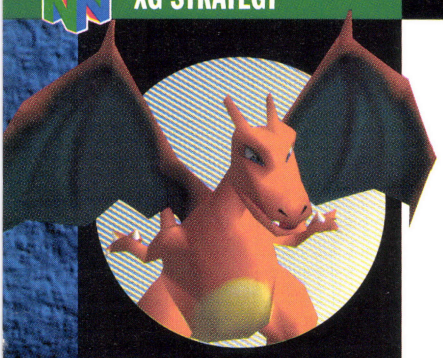
M. Bison
9: After the throw, immediately Excel and use repeated Low HK.
13: Time the Guard Break to hit Ken on the ground instead of the air. Just Jump-in Excel and go crazy.
16: Use a very deep cross-up HK to get the Punches and Kick to hit. You must Cancel the Knee Press Nightmare right after the fourth hit.

Garuda
12: Back up far enough to charge the entire Soukondan. When you release it, wait a moment, then Juggle with the Goga.
13: Just hit late with each of the follow-up Supers.
15: Stand close. Excel and use five HP Shugas, then HK Goga. Cancel it into Soukondan.

Shadowgeist
13: The Death Press must hit Ken as late as possible.
14: Start from full screen and use the HK Death Press. Cancel quickly into the Death Energy.
15: You must do every one of the attacks as quickly as possible.
16: As soon as you do the Death Government, Jump and hit HP into Death Flash.

Kairi
11: Aim for the top of Ken's head each time and you'll fly over him.
13: Cancel the Shinki-Hatsudou-Kai into Garyu-Messhou very quickly.
16: Start with a Low MK to get the right distance and Combo into the Mouryo-Kasen. After the second hit, quickly do the Ryujin-Kyaku. It must hit Ken as low as possible to allow time for the Low MK.

Hayate
11: Stand one character length away and use WP Kamaitachi as soon as you see Ken start to throw the Hadouken.
14: Hit the Jumping HK as late as possible. Quickly Jump and hit HP into Tsumujikagero-Kyoku.
16: You must do all the attacks and Cancels very quickly for the Combo to work.



Pokémon™ Stadium

Welcome to Round Two

By Phil Theobald
phil_theobald@ziffdavis.com

Welcome, Poké-fans, to the second half of our Pokémon Stadium strategy guide. Two issues ago, we gave you a comprehensive list of every opponent and Pokémon that you'll face in the game. Now, we're going to share some game-winning skills, techniques and the secrets that were only hinted at before. After all, there's plenty to be found in this game.

Pokémon Stadium is a surprisingly deep game and it's a heck of a lot of fun. Once you build up your skills against the computer opponents, remember to get your friends over so you can compete with them, too. With the skills you pick up by defeating the gym leaders and Mewtwo, your buddies should be no match at all. And what can be more fun than humiliating your friends?

database

time to complete: 15 hours
challenge: Moderate
coolest Pokémon: Gyarados
cutest Pokémon: Eevee
best advice: Keep powering up your Pokémon
also try: Pokémon Snap
system: Nintendo 64
publisher: Nintendo
developer: Nintendo

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Raising Pokémon

Rental or Homegrown?

Before you even begin playing Stadium, you need to ask yourself, "Should I rent Pokémon or use my own?" Well, if you don't have any of the Game Boy Pokémon games, the answer is easy: You'll have to rent them. The only problem is, if you must rent, you're missing out on one of the most strategic parts of the game.

When you rent Pokémon, you have absolutely no control over any of their attributes. Their levels and attacks are all pre-determined and unchangeable. Many times, the Pokémon will only know one attack of their type. Seriously, what's the point of having a Charizard that only knows one fire attack? Little things like that can be a major disadvantage during matches and can be easily avoided by importing your Pokémon from the Game Boy games.

The only real problem that you're going to face when using your Pokémon is the rules of the different Cups. With the exceptions of the Gym Leader Castle, the Prime Cup and the Mewtwo battle, all the other matches have very strict rules concerning the levels of the combatants.

Sure, you may have "caught 'em all," but if you've already beaten the game, chances are most of your best Pokémon are at too high of a level to compete in the lower level competitions. In this case, renting might be your best bet. Renting is also handy for getting a Pokémon that you've yet to catch into the Hall of Fame.

While it may be a pain at first, taking the time to raise your own Pokémon and teach them powerful techniques is the first step to Poké-dominance. Besides, there's something satisfying about seeing the little guy you raised making it all the way to the Hall of Fame.

Abilities

Skills Needed for Victory

To be the most effective Pokémon trainer that you can be, you need to be fully aware of the different Pokémon types. There are 15 different "styles" to choose from, and there's even some hybrids thrown in to make things even more confusing.

Pokémon Stadium is essentially an expanded form of rock-paper-scissors. Each Pokémon type is strong against one type and weak against another. Although this makes for some fairly deep strategy, most Pokémon can learn attacks that aren't their normal type of move (the Electric Pikachu learning the Water move, Surf, for instance), making the game that much more interesting.

The chart to the right lists all the different types of Pokémon and which types they have an advantage over. The next few pages will be spend expanding on the chart with added strategies and subtle nuances for each type.

ATTACK / DEFENSE

Advantage / Disadvantage / No Effect	Normal	Fire	Water	Electric	Grass	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon
Normal													○	●	
Fire		○	○		●	●						●	○		○
Water		●	○		○				●				●		○
Electric			●	○	○				●	●					○
Grass		○	●		○			○	●	○		○	●		○
Ice		○	○		●	○			●	●					●
Fighting	●					●		○		○	○	○	●	●	
Poison					●			○	○				○	○	
Ground		●		●	○			●		●		○	●		
Flying				○	●		●					●	○		
Psychic							●	●			○				
Bug		○			●		○	○		○	●			○	
Rock		●				●	○		○	●		●			
Ghost	●										●			●	
Dragon															●

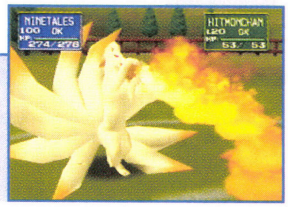
Class Conflict

Normal



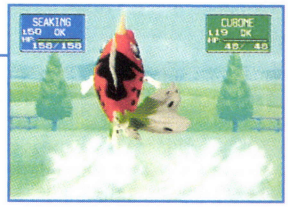
What can you say about Normal Pokémon? They're just basic characters with no real skills whatsoever. They have no strengths over any other type, and they're fairly ineffective against Rock Pokémon. Also, make sure you never use a normal Pokémon again a Ghost type unless they know some special techniques (Normal attacks have absolutely no effect on the apparitions). So is it worth having a Normal type in your party? Maybe, but only for use when you have no strong counter for your opponent.

Fire



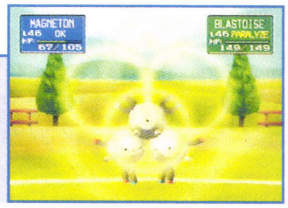
When you need to burn up some Grass Pokémon, melt a few Ice Pokémon or even singe a Bug or two, you can't go wrong with Fire types. There's a nice variety of them to choose from, and they're all pretty effective. The only problem is that they're not much use against anything else. In fact, the chances of you facing a Ice or Bug Pokémon aren't even that high. Nonetheless, it's worth having at least one severely powered-up Fire type to take down the odd Venusaur you're bound to face.

Water



Sporting what is the most obvious advantage in the game, Water Pokémon can annihilate Fire Pokémon with little to no effort. They're also terrific against Ground and Rock types, both of which are notoriously hard-to-crack opponents. All the high level Water attacks are some of the most powerful in the game, and the Surf HM is the most powerful HM to use in battle. A high level Blastoise is always handy in this category, although you really can't go wrong with the Water/Flying type, Gyarados.

Electric



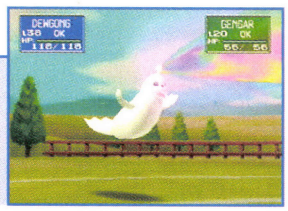
Thanks to Pikachu, everyone's familiar with Electric Pokémon. These high-energy creatures are your Pokémon of choice against the Water types. They also are your best bet against Flying types. Just be careful, though; they're completely worthless against Ground types, so having one that knows a non-Electric attack is a good idea. So is Pikachu the best of the bunch? Well, he's certainly fun to use, what with his delightful antics and all, but for all around effectiveness you can't beat Jolteon.

Grass



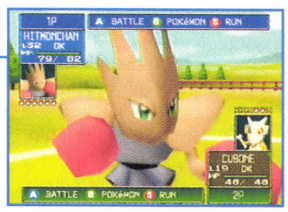
Grass Pokémon are just like Water Pokémon in that they're great to use against Ground and Rock types. The thing is, Grass is also good against Water, but don't even think about going up against a Fire type. Grass types can learn all sorts of great binding and energy-stealing moves that are always a nice addition to your list of techniques. Venusaur is the basic Pokémon here, and it's actually quite strong and worth using. Tangela and Vileplume are suitable replacements.

Ice



Ice Pokémon are surprisingly skilled against most other types, but there aren't that many of them to choose from. They can bring down Grass, Ground and Flying types easily, and they're also one of the two types that has no problem against Dragons. If you know that your opponent has a high level Dragon (another group with few members), you should definitely bring along an Ice type to get rid of it right away. Cloyster is a fine choice, as is Articuno if you've been able to catch one.

Fighting



With all the different element types in the game, there's really no use for Fighting types. They're only truly effective against Normal, Ice and Rock types, but with so many other Pokémon out there that work against those types as well as many others, there's no need to waste space in your party with a Fighting type. Still, if you must have one, both of the Hitmons are good fighters. Of the two, Hitmonlee wins just for having slightly more balanced stats and better moves. Plus, he just looks cooler.

Poison



Ugh...just when you thought that Fighting types weren't that hot, along comes Poison types, the pinnacle of Poké-uselessness. Sure, they're strong against Grass and Bug types, but c'mon! Do you honestly think that you're going to be facing a lot of Bugs? And if you're that worried about Grass, just bring along a nice Fire Pokémon. Sure, poisoning a foe can sometimes be useful, but it's really not worth the trouble. If you're interested, Weezing is probably the best out of this batch of losers.

Class Conflict

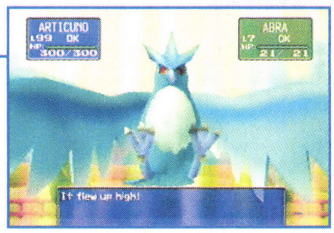
Ground

Ground Pokémon are sort of an enhanced version of Normal Pokémon. Ground attacks aren't very unique and they have no advantage over any other types that better Pokémon don't have. Plus, they're vulnerable to a number of types: Water, Grass and Ice will send them packing. Still, they're better to have around than the Normal types since they are decent against Fire, Electric, Poison and Rock. All in all, they're probably not worth using, but Geodude and its evolved forms are good. Unfortunately, the very cool-looking Onix isn't nearly as tough as you would expect it to be.



Flying

It's always good to have at least one Flying type in your party. Keep in mind that the Flying Pokémon are all hybrids, so you're getting two abilities for the price of one. They can pick off Grass types with ease and can even help with the stray Fighting or Bug types that you come up against. It's also smart to have a hybrid technique that your party may be lacking. For instance, use Moltres for your flyer if you don't already have a Fire type. Just don't have too many Flying Pokémon in your party—one powerful Electric type can take them all down. They're also weak against Ice and Rock.



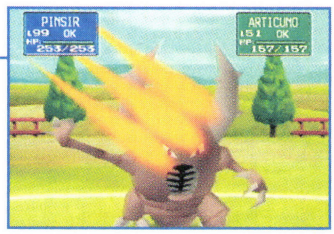
Psychic

Now Psychic is a type that you definitely want. If you haven't done so already, beat the Game Boy game and find Mewtwo. It's not the last boss in this game for no good reason. He's tough, and having him on your side will get you out of many a jam. The Psychic attack alone should finish off most opponents with ease. If you're lucky enough to have Mew, it's a fun Pokémon to use just for its ability to learn all TMs and HMs. Still, Mewtwo is technically the more powerful of the two. The only thing Psychics need to worry about are Bug Pokémon, which are rarely used.



Bug

Unfortunately, Bug Pokémon fall into the "mostly harmless" category. They have many weaknesses and few strengths. Sure, they work well against Grass and Poison, but so do lots of other Pokémon. The best reason to keep a Bug around, though, is to go up against the Psychics. Bug attacks are rare (even in Bugs), but they lay waste to the near-invulnerable Psychics. Parasect is a pretty tough customer, and Venomoth is great to have around, especially since it can learn a few Psychic attacks to keep most types of Pokémon at bay. It's a shame that the adorable Butterfree isn't much use at all.



Rock

Rock Pokémon are tough to crack. They're built to last, and they're always a hybrid (generally with Ground, but there are exceptions). Tough against Fire, Ice, Flying and Bug, Rock types are fairly versatile. Of course, these advantages are countered by their weaknesses again Water, Grass, Fighting and Ground. Still, it's worth considering bringing a Rock type along. You shouldn't knock anyone too important out of your party, but it's something to think about. A good one to have is Aerodactyl. It could easily eliminate the Bug your opponent was planning to use on your Psychic.



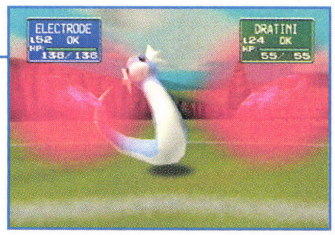
Ghost

Ghost Pokémon are strange. More goofy than scary, these beasts can be rather beneficial to your party. Normal and Fighting types can't even touch them, so they're great to have around. On the flip side, Psychics will get rid of these guys before you can say, "Boo!" Strangely enough, Ghosts are weak against other Ghosts. For a real winning combo, have Gengar use Hypnosis to put your opponent to sleep. Then, follow up with Dream Eater. It's a simple combo that wipes out a lot of hit points. Just don't try to eat a waking Pokémon's dream. That's just wouldn't make sense.



Dragon

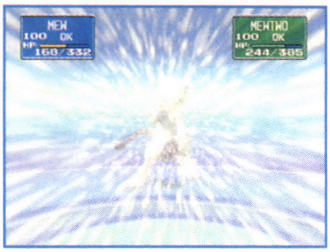
So what's the deal with Dragon Pokémon? There's only three of them in the game: Dratini and its two evolved forms, Dragonair and Dragonite. In addition to being rare, they're also pretty powerful. Just remember that they're not particularly strong against any type except themselves (like Ghost Pokémon). And keep them far away from Ice. For some reason, they hate the stuff. You could do a lot worse than having a Dragonite with you, but you might be better off with a powered-up Gyarados who knows the Dragon technique, Dragon Rage.



Mewtwo — Six Winning Strategies

Mewtwo's Attacks

Attack Name	Attack Type
Psychic	Psychic
Blizzard	Ice
Thunderbolt	Electric
Rest	Psychic



Mewtwo suggests that you "chill out" with its Blizzard attack.

After you have won all of the Cups and defeated the Gym Leaders, the Elite Four and your Rival, Mewtwo appears above the stadium to spoil the festivities. Luckily, you get to use all six Pokémon in your party to fight this genetic freak. Maybe not so lucky is the fact that you're going to need all six of them and probably a couple of tries before you win...

Rented Pokémon are going to have a bit more trouble than the Pokémon you've raised yourself, but it's a hard battle no matter what. The one thing on your side is the fact that Mewtwo always has the same four attacks: Psychic, Thunderbolt, Blizzard and Rest. If you plan accordingly, you'll have a much easier time beating it.

Mewtwo has opened a can on us more than a few times, so we've devised six simple strategies to keep this Poké-powerhouse at bay. Look them over, then get ready for the ultimate battle.

1) Avoid bringing along any Water type Pokémon—Mewtwo will knock them out with Thunderbolt. Its Blizzard attack is plenty painful as well, so don't use anything that's vulnerable to Ice attacks.

2) Before you fight, make sure all the Pokémon that you'll be using are at level 100. Don't give yourself any weaknesses.

3) When the battle begins, you'll want to paralyze Mewtwo with an attack like Thunder Wave. This will slow it down and occasionally make it unable to attack.

4) Try putting it to sleep. Don't attempt this with a Ghost, however—they will fold to Mewtwo's Psychic attack.

5) Mewtwo is very resilient. Don't be surprised to find yourself whittling down its health only to watch it use Rest to gain it all back. Instead of giving up hope, tend to your wounded Pokémon while it sleeps.

6) Once Mewtwo has been disabled a bit, it's time to bust out those Bug attacks. Another good move to use against it is Blizzard. It's surprisingly effective, and who knows? You might even get lucky and freeze it.

Remember, this game is all about strategy. Build a solid team and you can take Mewtwo down.

After Mewtwo

Don't go thinking the game's over just because you've defeated Mewtwo. After he falls, Round Two will open up. At the main menu screen, pressing the Right C button will switch the game into R-2 mode.

You'll immediately notice that it is now night above the stadium. The changes don't stop there, though. You'll have to fight through all the different Cups and Gym Leaders a second time. Unfortunately, they're much harder than the were before. Their Pokémon are stronger and the trainers are much more intelligent. Naturally, once you defeat everyone, Mewtwo returns for another go. If you thought that he was tough the first time around, well, you might want to consider powering your Pokémon up even further before trying to take him on in Round Two.

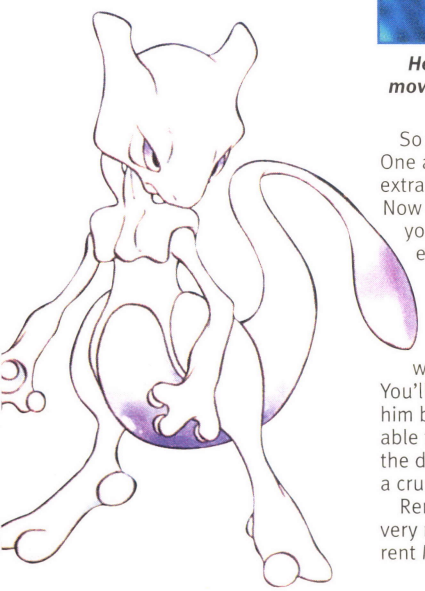
Still, you won't be able to win the game without beating him.



Mewtwo, Too — Final Tips

Mewtwo's Attacks

Attack Name	Attack Type
Psychic	Psychic
Thunderbolt	Electric
Amnesia	Psychic
Rest	Psychic





Here's Mewtwo's trademark move, Psychic. Prepare for pain.



Why does Mewtwo need Amnesia? He's strong enough!

So you beat Mewtwo in Round One and have gone through all the extra challenges in Round Two. Now that you're back to Mewtwo, you're finding that the battle is even tougher.

Don't fret! You were able to defeat him once, so you'll be able to do it again. Pretty much all of the strategies that worked before will work again. You'll definitely want to paralyze him before doing anything; being able to take your turn first will be the difference between victory and a crushing defeat.

Renters take note: Nintendo was very nice to you and you can now rent Mew to go up against its evil clone. Hey! It's kind of like an interactive *Pokémon: The First Movie!*

Mewtwo retains all of its moves from the Round One except for the loss of Blizzard. This is good news for you as it was a wicked-powerful move. The bad news is that it now knows Amnesia, which it will sometimes use to boost its already far-too-high Special statistic. At least you won't have to worry about having any of your Pokémon frozen.

As in the first round, it's going to take plenty of tries and a lot of skill to bring Mewtwo down. The best strategy is to analyze your team to make sure that you have all the strongest categories represented. Only then will you be able to win.



Transfer Pak

Although Pokémon Stadium already comes packaged with a Transfer Pak, you may find it worth your while to invest in an additional one—especially if you're going to be playing against other people.

Having two Transfer Paks makes using Pokémon from the Game Boy games much more convenient, and it increases the ease in which you can trade. Instead of having to put the Pokémon that you want to trade into your party, you can trade into between both players' parties or just access your partner's storage boxes any time you want.

Stadium Secrets — How to Find 'Em All

Bonus Pictures

What It Is: Extra printable stickers
How I Obtain This: After beating Mewtwo in Round 2, you can uncover some hidden pictures of all the backgrounds of the game's menu screens. Just go to the Gallery and highlight "Print." Then, hold down the L and R buttons. "Print" will change to "Bonus," and selecting it will show you the snazzy new hidden pictures. These can be printed out at a Pokémon Snap Station.



Hidden Game Boys

What It Is: Upgrade the Game Boy
How I Obtain This: Once you play through the Master Ball level in the Poké Cup, the Game Boy Tower will turn into a Doduo Game Boy. Beating the Master Ball level in the Prime Cup will make the Game Boy "evolve" into the Dodrio Game Boy. Both upgrades speed up the gameplay, allowing you to blow through battles or jet from town to town even when you're not riding the bike. Trying to cheat by playing the Prime Cup first to earn the Dodrio Game Boy won't work. You'll just earn the Doduo-style one and have to play through the Poké Cup to get the fastest one. Also, note the Super Game Boy-style borders that appear around the screen with each new Game Boy earned. Press the Z button while playing the Game Boy games to cycle between the different borders.



The Doduo Game Boy makes the GB game run twice as fast.



Dodrio kicks the speed up to four times its normal rate. That's fast!

Amnesia Psyduck

What It Is: A new Psyduck
How I Obtain This: Get all 150 Pokémon into the Hall of Fame and you'll earn a Psyduck who knows the Amnesia technique (a special-raising move that it normally can't learn). Its attack rating is slightly higher than normal, but its special rating is a tad lower. Still, Amnesia can be used to make up for that.



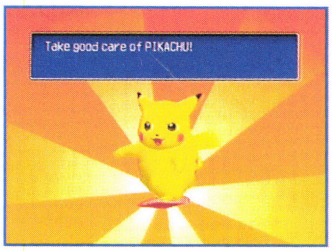
You can get Psyduck without getting Mew into the Hall of Fame.



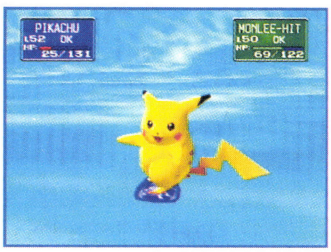
It takes a while to earn, but this Psyduck's worth it. Psy-yi-yi!

Seaside Pikachu

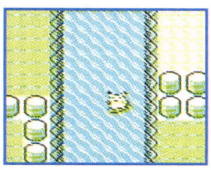
What It Is: Surfing Pikachu
How I Obtain This: Play through the Prime Cup Master Ball in Round 2. Use a Pikachu from your Game Boy game (not a rental or registered one) during each round. After you win, the game will let you teach your Pikachu the Surf technique. It's a great attack for him to have, and it opens up another secret...



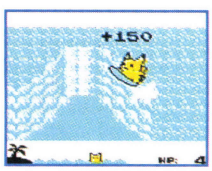
Wooo! Hang ten, Pikachu! You rule the beach, little buddy!

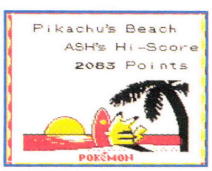


Pikachu can use Surf during battle in Stadium and on Game Boy.

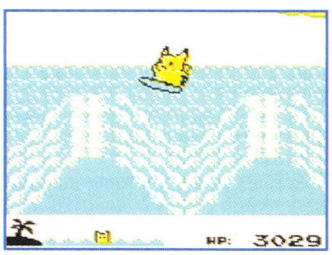






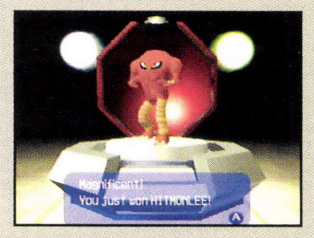


What It Is: Mini-game in Yellow
How to Surf: Go to the house on the beach just south of Fuchsia City with Surfing Pikachu in your party. The man inside will now let you surf. This mini-game plays somewhat like the classic Nintendo game, Excitebike. Pikachu's HP is at the lower right of the screen. As you surf, his health goes down. Pull off flips by pressing Left or Right at the top of a jump, but level out before landing to avoid wipe outs. The more flips you pull off, the more points get added back to your HP. Running out of HP before reaching the beach ends the game. If you have a Game Boy Printer, you can print your high score off of the PC that's inside the house.



Prize Pokémon









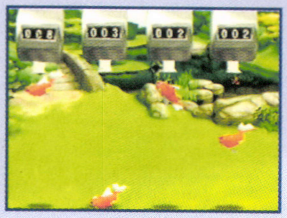
Once you work your way though the Gym Leader Castle and defeat the Elite Four and your Rival, you earn one of eight randomly selected Pokémon. All of these critters are Pokémon that you have to choose between in the Game Boy games. Did you start the Red or Blue version with a **Squirtle** and are unable to find anyone wanting to trade you a **Charmander** or a **Bulbasaur**? Well, this is your chance to earn them! Wish that you chose the Dome Fossil to get **Kabuto** instead of picking the **Omanyte**-generating Spiral Fossil? Well, quit whining because now you can catch 'em both. With a little effort (and a little luck), you can round out your fighting team with **Hitmonlee** and **Hitmonchan**. And don't forget the lovable **Eevee**. Beat your Rival enough times and you can win enough Eevees to have one of each of its three evolved forms.

Mini-Games How to Beat 'Em All!

When you need a break from all the rough-and-tumble fighting in the Stadium, there's no better place to go than the Kids Club. Don't let the name fool you. While the name of the club suggests that they're easy, these Mario Party-esque mini-games can be quite a challenge (especially on the hardest difficulty). Heck, if you can beat the CPU five times in a row at the "Who's the Best" challenge, you'll open up the hidden difficulty level of "Hyper." If you thought that Hard level was hard, well, you're in for a real challenge now. You're not a real Kids Club master until you can beat the Hyper level. At any rate, this is a fun little mode to just kick back with your pals for some friendly competition.

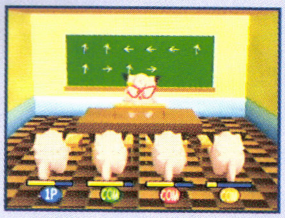
Magikarp's Splash

Starring what may be the goofiest Pokémon of them all, Magikarp's Splash is slightly more complicated than it may initially look. You simply need to hit the A button to make Magikarp jump up and hit the switch. Your sense of timing will determine how well you do. Press the button as soon as Magikarp touches the ground and keep holding it until the exact moment Magikarp hits the switch. Release the button and press it again once Magikarp hits the ground.



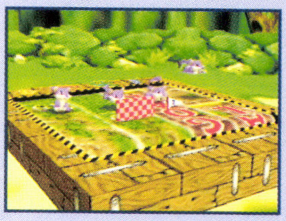
Clefairy Says

For my Poké-dollar, this is the funniest mini-game of them all. A red-spectacled Clefairy teacher sits at the head of a classroom telling the other Clefairies what directions to press on the Control Pad. After you input the commands, they burst into song. It's hilarious! Anyway, to win this game, all you need is a good memory or some paper to write the commands down on. Sure, it's cheating, but it'll keep you from getting hit on the head with a hammer.



Run, Rattata, Run

This game plays like the old Track & Field games on the NES. You need to take Rattata through a hurdles race by tapping the A button rapidly to run and pressing Up on the Control Pad to jump over the oncoming obstacles. Your best bet for clearing the hurdles is to press Up the moment that you see them appear at the end of the treadmill. Waiting any longer generally means that you will run headfirst into the barriers, costing you precious seconds in the race.



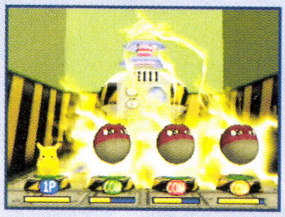
Snore War

Snore War, featuring Drowzee's, can be a bit confusing at first. The point of the game is to put the other Drowzees to sleep by using your Hypnosis technique (activated by pressing A). Watch the swinging pendulum in the center of the screen and attack when it touches the red arrow. If your timing is off, you'll absorb the other's attacks and begin the snore. Miss too much and you'll fall asleep. Things speed up, so be sure to adjust your rhythm accordingly.



Thundering Dynamo

Both Pikachu and Voltorb star in this game that tries to find out who is the most powerful of the Electric Pokémon. Whoever fills up the power bar first will produce enough energy to zap the opposition. Build power by watching the circular light on the machine. When the light is blue, tap the A button as much as you can. When it switches to green, begin tapping B. The light changes back and forth, so be sure to keep up. Pressing the wrong button will drain power.



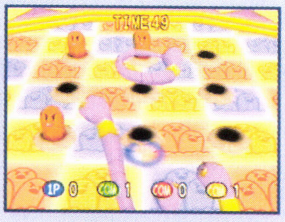
Sushi-Go-Round

Lickitung enjoys the colorful food at a sushi bar! Guide the little guy around and use its long tongue to eat the delicately prepared dishes. The goal is to eat more than the others. Try to focus on the most expensive sushi (see the chart below). Eat the same kind in a row for bonus points. Avoid the hot green tea, though. It will burn Licki's long tongue and make you lose control.



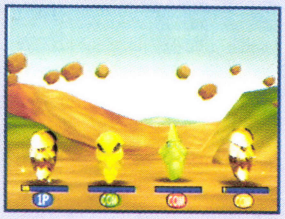
Ekans' Hoop Hurl

Jesse's original Pokémon of choice stars in the most difficult of the mini-games. It's a cross between Wack-A-Mole and a carnival ring toss. Use the D-Pad to aim Ekans at the Digletts that pop up out of the holes and pull back on the Analog Stick to launch it. How far back you pull on the Stick determines how hard you throw. Getting the proper aim and strength down can be difficult. Aim for the Gold Digletts—they're worth twice the points.



Rock Harden

In Rock Harden, you will randomly play as either a Metapod or a Kakuna. The point of this game is to avoid being smashed by the rocks being hurled at you (by a Pokémon using Rock Throw, perhaps?). Pressing the A button protects you by activating your Harden move. The only problem is, Harden slowly drains your energy as it's being used. The secret is to use Harden just as the rock's shadow touches your own. Stay alert for multiple rocks at once.



Dig! Dig! Dig!

Strangely enough, this mini-game involves a lot of digging. By alternating between the L and R buttons, you'll cause Sandshrew to dig into the ground. Once it burrows deep enough, it'll strike water and win the game. The only real obstacle in this game is making sure to never hit the L and R buttons twice in a row or at the same time. This will cause Sandshrew to pause for a moment while the other 'Shrews continue down into the ground.



EXPERT GAMER

Game of the Month

JULY 2000



Jon Ferrey/Allsport

Get Excited All Over Again!

EXCITEBIKE 64

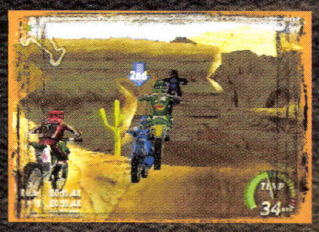
Younger gamers may not remember the simple joy of the original Excitebike for the NES—jump, Turbo, hit the gas just right, land on the downslope, repeat. Sounds easy, right? It wasn't. A variety of jumps and a limited amount of Turbo always placed a premium on the right combination of Turbo, timing the perfect jump and executing the perfect landing. A great run delivered a satisfaction few games of the day could provide. The new installment of the series does the same, but to an even greater degree. Now the jumps are in 3-D, your CPU competition is tougher and the chances for failure are greater. No worries, though; this strategy will have you spraying dirt in the faces of your opponents in no time. And once you've mastered Excitebike 64, be sure to check out the original, which is unlocked after completing the Tutorial.

Control Tips

Be sure to tackle the Tutorial before jumping into competition. This mode will get you up to speed on the skills you'll need to survive on the cycle circuit. Here's a brief rundown of some of the more important controls in the game.

TURBO: Hold the Z trigger. Once you hear the beeping sound, your engine is about to overheat, which will cost you precious time as you wait for it to cool down. You can push the limits by waiting for a few beeps before you lay off the Turbo, but if you seek black smoke, you've gone too far.

HARD TURN: There are two types of turns which you can execute to help cut corners. You can brake-slide by jamming on the B button, holding the R trigger and pushing the Analog Stick Down and Left or Down and Right. This will dig the back tire in quickly and change your direction in a heartbeat. The other turn commonly used is a power slide, where you use the Analog Stick and R trigger while you feather the gas to drift through a turn. There are actually a million different turn combinations, and you might do a little of all these techniques through just one turn. The varying degrees of control and their precise usage are part of what makes the game great.





WHAT UNLOCKS WHAT

Novice Season

- Place 1st Overall Bronze Round
- Place 1st Overall Silver Round
- Unlocks Soccer

Amateur Season

- Place 1st Overall Bronze Round
- Place 1st Overall Silver Round
- Place 1st Overall Gold Round
- Unlocks Hill Climb

Pro Season

- Place 1st Overall Bronze Round
- Place 1st Overall Silver Round
- Place 1st Overall Gold Round
- Place 1st Overall Platinum Round
- Place 1st Overall Challenge Round
- Unlocks Excite 3-D
- Unlocks Custom Round





NES Classic Gets a Facelift

by Dan Leahy
dan_leahy@ziffdavis.com

Talk about a challenge. Doing the Excitebike 64 strategy while simultaneously attending E3 and buying a house made for a busy month. No problem, though; a few days of nonstop gameplay were all I needed.

I wish there were a few more hidden goodies for gamers who want to finish first in every race (not just the overall round), but I guess we'll just be happy that the game is short and sweet. Besides, there is always the option of having a few buddies over for multiplayer action...

If you really want to take it to the next level, try beating the game with all the different racers. This guide was done almost exclusively with Sara "Sugar" Hill, but I hear "Tricky" Ricky Stern can tear off some great times. In any case, have a great time with this instant classic for the N64.

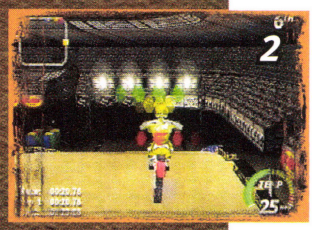
database

time to complete	20 hours
challenge	Easy to ultra-hard
best feature	Turbo
best advice	Stay off the brake
best character	Sarah "Sugar" Hill
also try	Excitebike (NES)
system	N64
publisher	Nintendo
developer	Nintendo

EVERYONE E CONTENT RATED BY ESRB

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Kyoto, Japan



The first of the tracks which comprise the Bronze circuit, Kyoto is about as straightforward as they come with its four gentle turns and lengthy straightaways. The competition is fairly lame, but the earlier you learn to use advanced skills the better. This track also gives you an idea of the tight, crowded feeling which stays consistent throughout the indoor courses of the game. Here are some keys to winning in Kyoto:

1 Set your turns up with an out-to-in path—this allows for minimal braking and maximum exit speed.

2 Practice the Turbo Boost off the jumps. Remember, you must tap the Z trigger (or the L button) just as you get to the lip of a jump. If you do it right, you'll hear a "zzzhh" sound from the engine.

3 Once you're catching great air off the ramps, make sure that your landings fit the bill by landing on the downslope if possible. If you're landing on flat ground, it helps to return the front of your bike to a flat position instead of having the front tire high in the air.

4 These low walls may look harmless, but ride up on one a little too long and you'll be getting a soil sample.

Mountain Quarry

The first outdoor track of the game allows you a chance to take some huge jumps and manage different track surfaces. This rocky track demands riders hit the hills just right for success. Here are some quick tips for establishing dominance at Mountain Quarry:

1 Always try to land on the back side of a jump. If you hit the front side, you'll lose a tremendous amount of speed. For a large series of small jumps, hit Turbo and hold back on the Analog Stick as you approach the first one. This can propel you over three-to-four mogul-type jumps at a time.

2 Here's a quick shortcut through a tunnel leading into the mountain. It doesn't save time, but catching air off the huge last hill and turning into the corner is pretty cool.

3 There's water on the course, but you can negotiate it without losing too much speed. Tap Turbo and hold the Analog Stick back slightly—you'll do a wheelie and retain speed.

4 Right after the first left turn, be sure to hit Turbo to catch air on the jump. Clear the first three hills with one jump, land on the downslope and clear the next three jumps with another Turbo-aided boost.






Houston, TX






This indoor track is really a chance to post some quick times. Nice, wide racing lanes and four long straightaways offer ample opportunity to make up for little mistakes in the turns. There are two sets of switchback-style turns, but if you watch your speed and use the powerslide, you should slip through with little trouble.

1 Use the straight portions of the course for maximum Turbo. Remember to lay off the throttle a bit when you hear the beeping sound—you don't want your engine to overheat.

2 The wide course means lots of room for catching unsuspecting opponents with your rear tire. Clip their front wheels with your back end and you'll send 'em flying over the handlebars. Yippie!

3 The switchbacks are all about developing a rhythm. Drop your speed, hit the hard turn and accelerate off the outside berm for a well-executed turn (novice riders tend to take turns too quickly).

4 The second jump of the course must be taken at medium speed. Use air control to land with your wheel pointed to the right; otherwise, you'll turn into a wall decoration.

Lefty's Mill

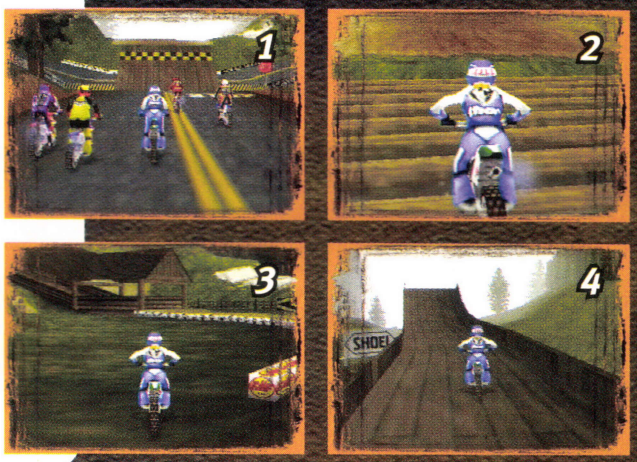
Lefty's Mill is a short course for an outdoor track, so sub-one minute times should be the norm. There are varying terrains ranging from gravel to wooden platforms to pavement. Be sure to take a test run or two so you can understand how your bike responds to the different surfaces.

1 The beginning of the race is a mad dash to the huge ramp ahead. Be careful not to charge out with the pack, as you're likely to land on an opponent's bike and wipe out. We like to stay back a bit, take the ramp without being jostled and charge out of the first turn with our Turbo engine blazing.

2 Don't get caught on this shaky bridge of floating logs. Gain some speed and do a wheelie over it to capture precious seconds.

3 Once you're past the bridge, you need to set up to finish the last half of the track in style. Clear the two large jumps and land to the left (near the grass) on your second jump.

4 Follow the grass to the left at medium-to-low speed so you can shoot straight ahead and follow a jump up to a wooden ramp. At the end, another ramp will launch you onto the pavement and, hopefully, put you ahead of the pack.



Orlando, FL



The last of the Bronze Round tracks is deceptively tough. The track encourages you to build a lot of speed, but you'll need to ease off a bit through the middle portion. There is a sort of double S-curve which, while plenty wide, needs to handled with savvy driving. There's not much jumping technique on this course, so concentrate on the turns.

1 Don't take the first hill with a Turbo boost. Just gain speed, pull back and set up for a solid turn.

2 For the first part of the horse-shoe, it's important to get on the outside before the turn. Then, you can sort of "slingshot" through to the inside and regain position for the second half of this tough series of turns.

3 As you're coming into the last turn, you'll drop off a slope and need to use air control (R and Analog Down+Left) to land at an angle. Otherwise, you'll have a very hard time righting yourself with a wall looming directly ahead.

4 The series of elevation changes down the second straightaway should be taken in two jumps. If you have to use three, be sure that you are maximizing Turbo in between the ramps. You should be clocking times from 27 to 30 seconds.

Nashville, TN

Right angles are abundant on the first track of the Silver Round, so you'll have to really cut the corners hard to stay in the lead. This sounds like a broken record, but maximum Turbo usage is not recommended for this tight indoor track. If you thought the Bronze Round was easy, this track should give you an indication of things to come.

1 Avoid using Turbo on the first jump. If you do use it, plan on either jumping entirely off the course or getting too deep in the corner. Just accelerate, hit the jump and turn the bike to the left so that you can take the set of hills in two jumps.

2 This course really doesn't require braking. If you're hitting the B button often, it's probably a sign that you're using Turbo too much.

3 Air control—use it or lose. Again, this technique can line you up perfectly for corners.

4 The last set of left-hand turns before the finish can cause over-aggressive riders to clip the corner and wipe out. Relax, get on the outside and power your way through these turns for a fine finish. As a general guideline, you should be completing laps in the 33 to 35 second range.



Canyon Chasm









This outdoor course is one of the more challenging runs in the game. The consistency of dry, loose sand makes for some delicate turns. Tweaking your Analog controller just right can be the difference between eating dirt and winning the race.

1 After completing the first set of jumps, follow the track left and prepare for another set of hills. Take the first one at average speed to land on the downslope. This is crucial, as you'll need to gain speed to leap the next two hills in a single spurt of gravity-defying greatness.

2 Take the path to the right at the fork in the road—it's a bit quicker than the one to left. Avoid skimming the tunnel walls, and be prepared for a set of moguls as you exit. With practice, you can clear these bad boys in two jumps.

3 This tunnel portion of the track can catch an over-steering biker with a pole between the eyes. Drop your speed and be ready for the two sharp turns which will pop up.

4 Beat the huge ramps at the end by conserving your Turbo until you begin to go up the ramp over the chasm. You'll need top speed and a little Turbo juice to clear the chasm before making a hard left.

Long Island, NY

Long Island is a study in judicious course management. Lots of turns, plenty of deviously placed jumps and only one real straightaway make for a sore thumb. You'll have to practice on this one before nabbing any first place flags, but second or third isn't a bad spot in the overall scheme of things.

1 Use the berms on some of the turns to naturally guide you back into the course. You should avoid them if possible, but they can help right the course a bit once a turn has been taken too wide.

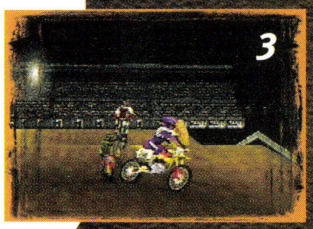
2 There are two schools of thought regarding S-curves: you can Turbo, slide and Turbo out of them; or you can try to almost cut them in half by taking a straight line until you have to cut at the end. The problem with the second method is that we often nail the median that juts out of the middle of the turn.

3 Try to avoid the last little hills that are placed just before the turns.—you don't want to be off the ground entering a tough turn. If you have to hit one, drop your speed and get back on the ground pronto.

4 Gauge your success by keeping lap times under 44 seconds. If you can consistently hit 41-43 seconds, you'll win the race.









Congo Course









This Congo Course has two of the toughest laps in the game. The track is filled with huge hills and inconvenient water placement. You'll hear monkeys chattering in the background, and after a few rough races here, you might be speaking their language.

1 From the start, you'll get a sense of the steepness of the jumps on this course. Hit the first jump with as much speed as possible and Turbo down to the backside of the following hill. Getting caught on the front wall of one of these nasties is worse than wiping out.

2 After the first series of huts, you need to watch your speed on the next set of jumps. Hitting the last one with too much juice will send you far to the right and into the drink. Not good.

3 Climb the left side of the next hill and get ready to take a shortcut. Break through the twigs and proceed through this tight tunnel slowly to catch the competition off guard.

4 The final turn of the track is a bear. You can take it inside or outside, but don't hit that raised section of rock—it will act like a ramp and send you careening out of control just as you're trying to get to the finish line. Aaaargh!

Las Vegas, NV

Feeling the heat as you try to get past the Silver Round? Don't let the pressure of high-stakes gambling get to you in the land of high rollers. By now, you should look forward to the indoor tracks as an opportunity to finish first or second almost every time. It's not that they're easy, but the unpredictability factor is just not as great as it is on the outdoor tracks.

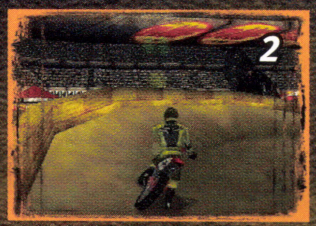
1 Most of the jumps on this track are located immediately following the turns. Exit the corners at optimal angles to line yourself up for the jump, then gun it.

2 Brake turns aren't usually the method of choice, but on this course they make sense. Hit the B and R button to dig in and perform a tight pivot, then hit the gas to get out of the turn. This is especially useful on the 180-degree switchbacks.

3 Look out below! There are some tire archways on this course and they aren't just for show. The tires have the same effect as a tunnel, creating a tight bottleneck of traffic at the entrance.

4 You can and should take multiple hills in a single jump on this track. Remember to pull back on the Analog Stick to increase your hang time.







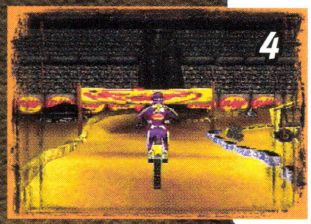


Phoenix, AZ









Go for the gold, baby! The first course of the Gold Round is one of our favorites. It's fast, furious and fun. The track looks like some kind of alien's hand—either that or a kitchen utensil with three prongs protruding from a spatula-like thingie. Get used to racing this track, because if you don't finish first or second, you might as well restart the round (unless you kick butt on one of the other tracks). Eventually, we finished in first on all the Gold tracks, but the Phoenix and Madrid, Spain, tracks were the only ones we had a legitimate shot at for a while.

1 The first set of jumps, if taken right, will land you right in front of a little plateau. Don't Turbo off this jump! Set up for the turn and the cool jumps that follow.

2 There are two large jumps with water sitting on the tops of them. Be sure to make the most of these jumps to avoid getting wet.

3 The track starts from an elevated position, so you can back off on the gas and kind of roll your way into the first turn.

4 This is one of the easiest courses on the track, and a good one to show off some hot times with. Try to match 2:25.93 in competition.

Rainforest Run

This course will drive you absolutely insane. The amount of times we've been in first place only to see the field catch up to us halfway through the second lap is astounding. This is one tough track, and we've only finished in first place once. Here are some keys to doing better than us:

1 Get off the starting line slowly and avoid the glut of traffic that will try to squeeze between the two logs guarding the first turn. Once you're past the logs, get ready for a couple pools of water which will require you to do a wheelie.

2 Right after the first gentle right turn, you are offered the choice of going over a bridge to the left or taking a jump to the right. The jump requires good speed, but it's definitely the quicker route.

3 When you see a few huts in the distance, get ready for a sharp turn. Enter slowly and exit with speed—there's a pair of water jumps ahead.

4 After the water jumps, there is a section of track where you can take either a set of large jumps to the left or a flatter path to the right. Go right. There's another stretch like this at the end of the course—again, right is the best way. Shoot for a lap time of 1:28.00 or so.









Madrid, Spain









Here's your chance to gain back points you might have missed by not finishing first in Rainforest Run. Madrid is a very unique track that intersects itself at a couple of different points. There are also inside/outside splits of the track which add to the decision making. This is a fast track with little standing in your way of a good time. Anything less than a second-place finish here is unacceptable.

1 These hills offer you a choice. We like to take the hills to the left and then jump our way down to the inside track just before the end. Generally, if you want to play it safe, opt for the gentle hills on the right.

2 These lanes are prime passing opportunities. Don't ask why, but the CPU riders are overly cautious here. Hit the gas and make your move!

3 You can use the Turbo button a lot on this course, but don't burn up your engine. Be sure to lay off the button while you're in the air, which will let the engine cool a bit.

4 There are four huge hills just before the finish line. Take 'em two at a time. If you hang in the air long enough on the last one, you can fly across the line.

The Gravel Pit

They should have called it "The Pit of Despair." This track has ruined many opportunities at finishing first in the Gold Round. Even a small mistake can spell doom. Oh, and just when you think you're about to win, a freakin' train gets in the way! Hopefully, you have a good point total from the first three races and don't need much better than a third or fourth-place finish here. But if you do, here are some tips.

1 On the very first hill of the track, try jumping off the left side and head down to a flat fenced-in straightaway. You can really bust on the Turbo here.

2 During this especially twisty portion of track, be sure to use air control to right yourself. You'll often jump off of small slopes that will screw your path up, but air control can help contain the amount of time you lose.

3 Note: SECOND LAP ONLY. After you come out of the tunnel, bear left, make a long right turn and hit the gas. You'll see a ramp that was closed on the first lap—it leads to huge air and makes a nice shortcut.

4 Look out for the dam off in the distance. This little landmark clues you in that it's time to slow down for a hard left turn.





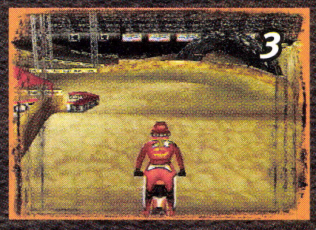




Detroit, MI









The last proving ground of the Gold Round occurs in Motor City. This is the hardest indoor track by a long shot, but keep speeds in check and you'll be fine. The trick is using every possible button on the controller to its fullest extent. You'll have to powerslide, brake turn, air control, Turbo, feather the gas and nail the jumps to finish in the top three here.

1 Three terrible U-turns will test you right out of the gate. Take a clue from the CPU riders to gauge the speed at which you should take the turns. Anything over 30 mph is too fast.

2 Take this jump too fast, or grab too much height, and one of two things will happen. You'll either hit the banner hanging over the course or fly off the track.

3 As you complete your first lap, you'll notice the hill right before the finish line. You can Turbo off of it, but don't get too high—you'll need time to get down and negotiate the first turn of the track.

4 By now you know all the tricks, so all we can do is give you something to shoot for. Lap times of 45-49 seconds (45 being great) should be your goal. Good luck going for the gold!



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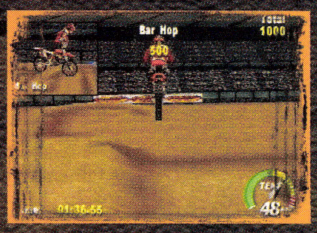
Bonus Modes

Desert Track



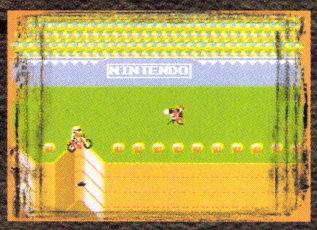
This random, never-ending series of dunes gives new meaning to the term "replay value." Your goal is to put out ten campfires before any other riders. Follow the on screen arrow to determine where to go.

Stunt Course



Here's a little something for those who like to get fancy. The stunt course lets you practice the 15 or so tricks in the game. Tricks are touched on in the Tutorial. Check out each rider's signature trick for some real fun.

Original Excitebike



The first unlockable item in the game is the old NES version of Excitebike. Everything is just as you remember, except for one thing – it's not as easy (at least it doesn't seem that way). A little practice will have you back on top in no time.

Excitebike 3-D



The original NES game gets a facelift into the world of three dimensions. To attain Excitebike 3-D, you must beat the Challenge Round of the Pro Season. You'll see some amazing air, so it'll be worth the effort.

Hill Climb



The Hill Climb is a super-sweet romp up a near-vertical cliff. Keep the momentum and balance in your corner or you'll be on your back quicker than Madonna. Don't lean back on your bike much as a general rule for success.

Soccer



This tasty mode lets you square off in a one-on-one game of soccer. Use your bike to push the ball downfield, knock your opponent off course and to play defense. It's a simple game, but it can be surprisingly competitive.

PLATINUM TRACKS • PLATINUM TRACKS • PLATINUM TRACKS • PLATINUM TRACKS

Goldmine Rush

Right away, you'll see what the Platinum tracks are all about. There are a few different ways to get around the track—each with its own risk-reward factor. There are a few things to be aware of on this track. First off, taking the ramp to the left just after the start will shave a few seconds from your time. Also, be warned that the turn right after the pipe in the ground is one of the toughest in the game–slow down! Finally, take "Big Dog" Malone out at every chance.

Los Angeles, CA

This is another one of those speedy indoor tracks. The catch is that this track has plenty of hard turns. One key stretch is the S-curve about a quarter of the way into the race. You can take this on a straight line (essentially bisecting the turns). Just be sure to cut left at the end or you'll plant your bike into the wall. One more thing to keep in mind on sharp turns is that braking, turning sharply and accelerating out is sometimes faster than a long, fancy powerslide.

Construction Yard

This track offers multiple paths. It's impossible to suggest which is the best—that all depends on the rider you have and what you're best at (cornering or jumping). Off the start, you want to bust through that sign straight ahead of you. From the steel platform, jump straight ahead through the smoke and get onto the island. This will lead to another ramp and a similar jump sequence. We'll leave the rest up to you, but experiment to get the best results.

Seattle, WA

A course which intersects itself at a few different points can make for interesting finishes. You'll be flying toward the finish line when "wham!"—some moron comes sailing into you from the side. Not cool, but it's kinda funny all the same. By now, you've got the skills to win, so it's just a matter of time. Take the inside posts during the split portion of the track. Also, stay out of the little valleys during the moguls.

Blizzard Blitz

The last track in the game isn't necessarily the toughest, but it is a rewarding romp of varying jumps, terrains and turns. Oversteering in the snow is easy, as the slight delay in control fools you into correcting more than you normally would. There are shortcuts and alternate paths to the right of the main track, so be sure to explore.

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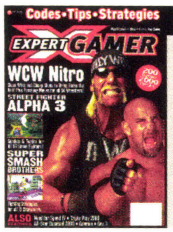
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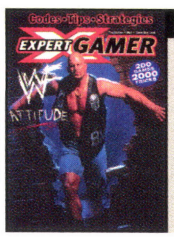
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Game Over:
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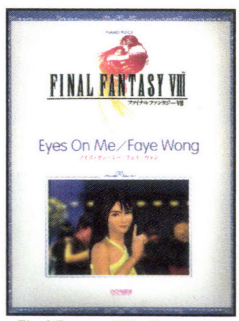
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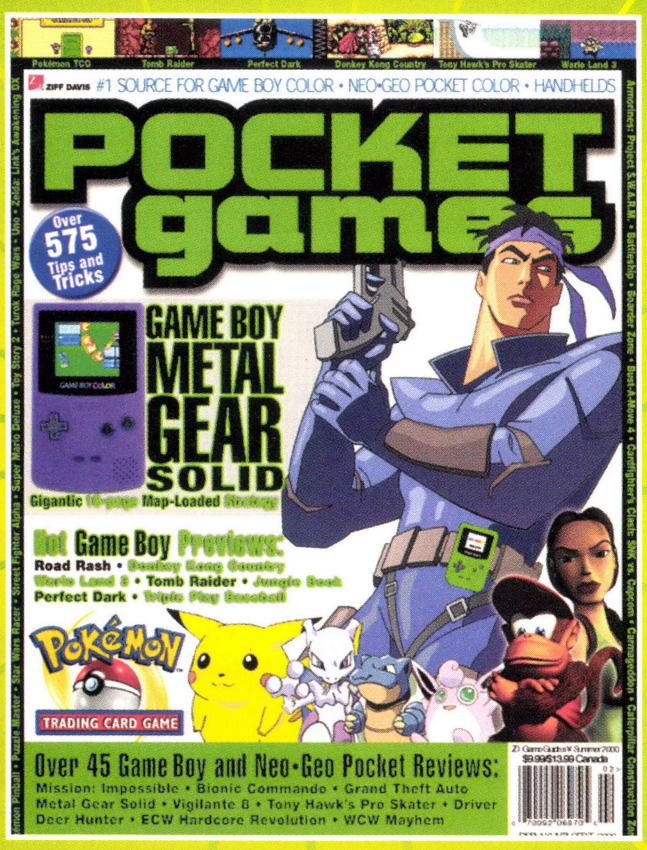


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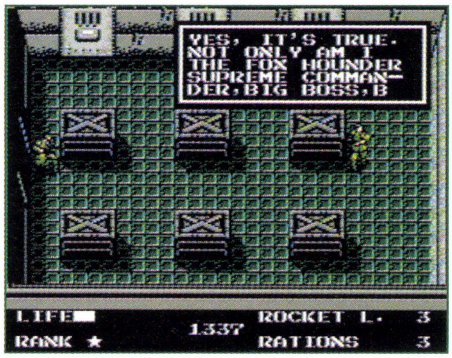
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Game Over

JULY 2000

METAL GEAR

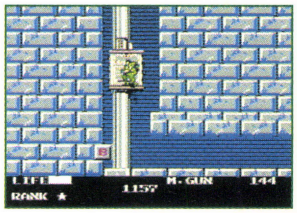


Betrayal at the Highest Level: The Super Computer lies in ruin and a self-destruct device has been set. Snake finally finds the enemy commander who has been pulling the strings behind the whole insurrection. Big Boss turns out to be none other than Fox Hound.

The Final Struggle: Big Boss moves quickly and keeps you from getting a clear shot. Use your strong weapons now, as you will not need them after this point.

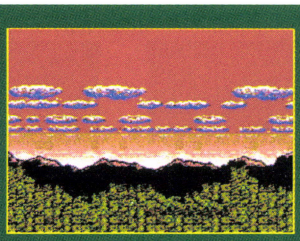
The Escape: By this time, the clock should be running down. There are three doors, each leading to an elevator. Choose the door on the far left—the other two will end up killing you (they go on forever).

Beat the Clock: You've probably heard the term "Smoke 'em if ya got 'em." Well, that statement is true for Metal Gear. If you smoke your Cigarettes in this final sequence, the clock resets!



Choose the door on the far left to ride up the elevator.

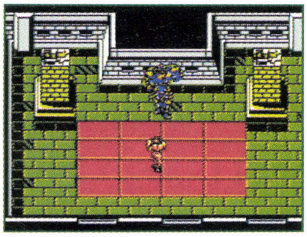
Conclusion: Snake escapes the explosion that destroys the whole complex. Calling back to base, he reports the status of Metal Gear (neutralized). The mission has been a success, though the world is none the wiser. A local radio station reports some strange tremors, but no one is really sure what happened. The game's credits scroll...





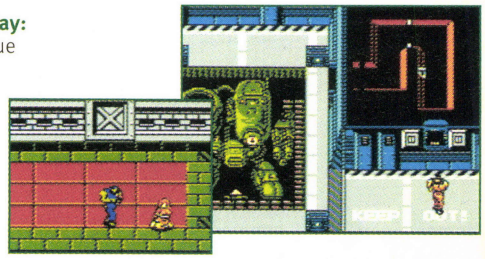


SNAKE'S REVENGE

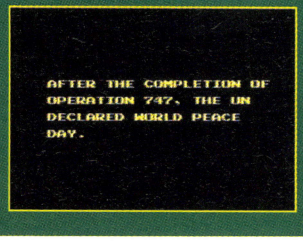


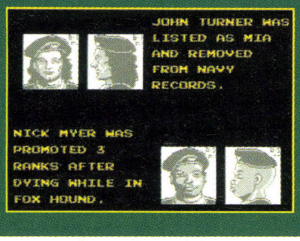
Big Boss Returns: The boss reveals his true cybernetic form after his flesh is blown away. Let him chase you through the maze of corridors. Drop mines in his path, and try your best to damage his only weak point: his feet.

Save the Girl and Win the Day: After beating Big Boss, rescue Jennifer from the enemy's clutches. Use the smoke bomb on the first door and your people will blow it open. You will need to steer missiles through narrow corridors to hit Metal Gear's eye. It takes 10 good hits.



Conclusion: We see that the UN declares World Peace Day to celebrate the destruction of the supposed last Metal Gear (Snake doesn't get any credit), the future lives of Nick Myer and John Turner are revealed (their fates are none too pleasant), and, finally, Snake makes one last appearance before the credits roll. Mission accomplished!



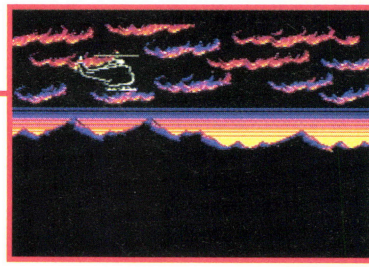




GUESS THE GAME ENDING AND WIN!



Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than July 20, 1999! Send entries to Game Over #73 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: Think of a super-dee-duper version of a scandal involving Oliver North and freedom fighters.

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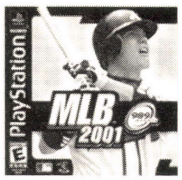
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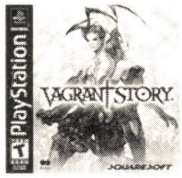
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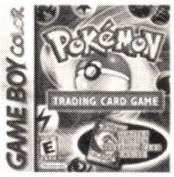
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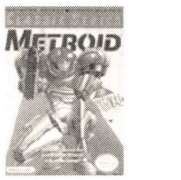


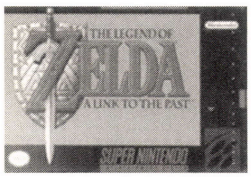














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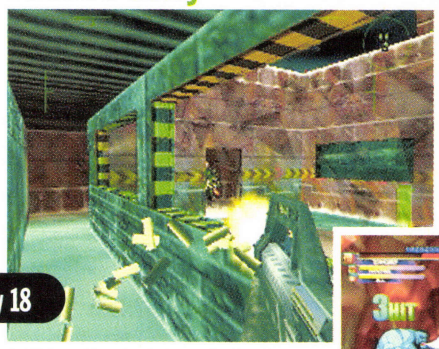
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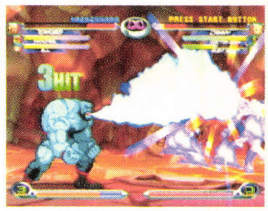
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Looking for some shade during the "dog days" of August? Cool off in the dark and shady world of **Perfect Dark**. and count on *XG* getting you through the single player missions in style. If you're having a serious problem killing time, jump over to your PlayStation for **Legend of Dragoon**. This original RPG from Sony clones just about every great feature from the Final Fantasy series. We'll cover all 80 hours of it in painstaking detail. Fighters can look forward to our **Marvel vs. Capcom 2** guide. Finally, look for **GTA2** and **Mr. Driller** guides.

Feature Story



We'll be taking dead aim on Perfect Dark next month...and the month after that...and the—well, you get the idea.



With 56 total characters in the game, we figured you might need some help on Marvel vs. Capcom 2.

Feature Story





Metal Gear: Sons of Liberty sets new a new eye candy standard for the PlayStation 2. Check out the EGM preview next month.



Raziel's fixin' for some soul-stealin' action on the PlayStation 2 and Dreamcast. Get a first look at this game in EGM.

ELECTRONIC GAMING MONTHLY™

On sale July 4 — August 2000

One of last year's most under-appreciated games, Legacy of Kain: Soul Reaver, is getting an update. *EGM* is going to San Francisco for the latest news on **Soul Reaver 2**, Crystal Dynamics and Eidos' hot sequel for the Dreamcast and PlayStation 2. We'll cover all your favorite vampire hunters, spectral spirits and demons, so be sure to check it out. The news section will be bursting with the latest **E3** announcements, and we'll follow up with a new preview of **Metal Gear: Sons of Liberty** for PS2. In reviews, *EGM* delivers verdicts on all the top summer games.

Official U.S. PlayStation Magazine™

August 2000 — On sale July 11

Official U.S. PlayStation Magazine literally got large last month in a big way with an expanded magazine size and more PlayStation news than ever before. *OPM* will feature all the latest PS2 news, along with previews of the hottest new games in development. In August you'll get a sneak peak at even more of the jaw-dropping screens of **Metal Gear Solid 2: Sons of Liberty**, and we'll show you all the new Star Wars games set to hit before the end of the year. Plus! **Star Wars: Jedi Power Battles** demo on the disc and new tricks and strategies for all the most popular games!

Feature Story



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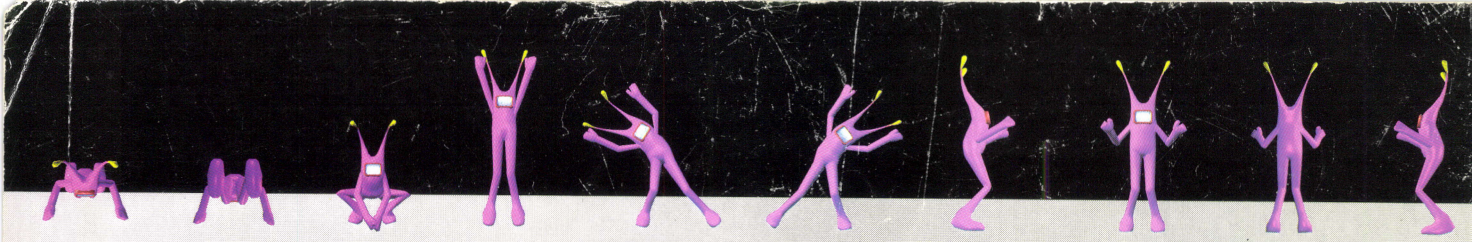
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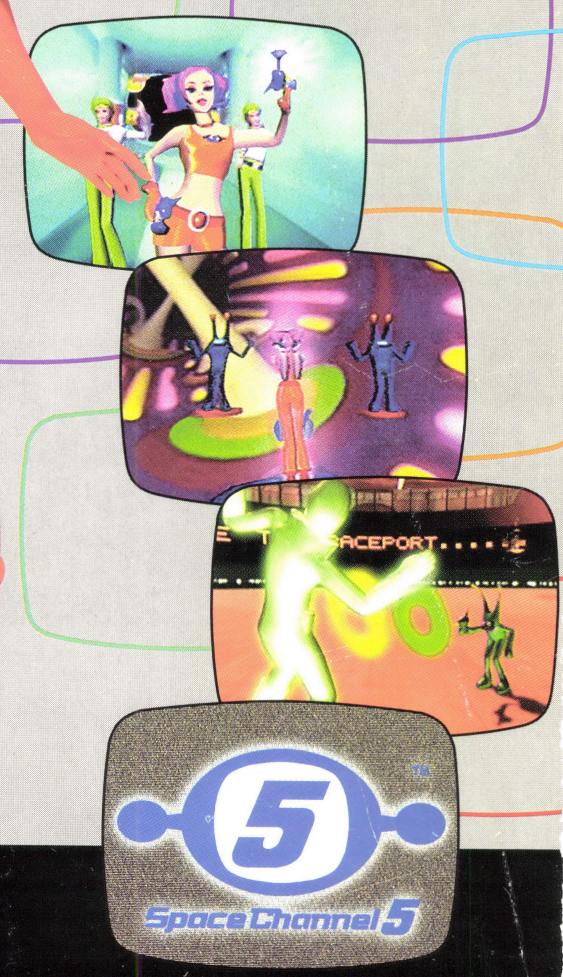
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